ANIMAG

THE MAGAZINE OF JAPANESE ANIMATION

$3.00

ZETA GUNDAM

BUBBLE GUM CRISIS

SPECIAL GREY COMIC PREVIEW

4

DIRTY PAIR

EDITORIAL COMMENTS

The State of Our Art

This fourth issue of *Animag* marks a complete quarterly year, the end of our first publishing cycle. We've changed, of course, since issue one; our format has expanded to include many new and exciting features such as **Animation Update**, bringing you the latest animation news from Japan; **Mecha File**, in-depth analysis of animation's show-stealing machines; **Anime Ja Nai**, a look at the world behind the screen; and exclusive interviews with the industry's top animators (check this issue for an interview with Toshimichi Suzuki, president of ARTMIC, one of the most popular design studios in Japan).

Upcoming *Animag* features will include giveaways, comic previews, and more contests. In this issue, look for the *Five Star Stories* giveaway and the preview of Viz Comics' new series, *Grey*.

Thanks to you, our first giveaway was a great success. (The winner of the Yoshiyuki Sadamoto sketches is announced elsewhere in this magazine.) We'd like to thank everyone who wrote in, whether it was to respond to our questionnaire or to ask us a question.

This issue marks the beginning of **Questions and Answers**, wherein our staff (and hopefully, our readers) attempt to answer various questions, ranging from those that require simple yes/no to complex, thought-provoking answers. As always, your questions, comments, and insights are welcome. We want to hear what you have to say! Communication with our readers (questionnaires, letters to the editor, response to advertising) is the best way for *Animag* to become the magazine you want it to be.

We've changed in other ways, too. With each issue we gain a little more experience — and that means a better magazine for you. Sharp-eyed readers will have noticed the ever-evolving "cast of thousands," our staff members.

Our editorial staff has in particular been subject to change. Although we'll most likely always see some waxing and waning within the ranks, we hope to establish a stabilization of sorts within the next one or two issues.

As the most recent addition to the editorial staff, I hope to develop into the type of editor that Plotnik describes as one of the "compulsive, underpaid people who exist to keep authors, publishers, and readers in harmony...."

Change. Not only *Animag* has changed since issue one — you, our readers, have changed as well. Write to us. We're changing with you.

Helping to make animation fandom what it should be —

Trish Ledoux
Editor

STAFF

PRODUCTION MANAGER
Michael Ebert

EDITOR
Trish Ledoux

ASSISTANT EDITORS
Calvin Wade
Toshifumi Yoshida

ART DIRECTOR
Michael Ebert

DESIGN AND LAYOUT
Tony Del Grosso
Calvin Wade

TRANSLATORS
Takayuki Karahashi
Yoshiyuki Karahashi
Toshifumi Yoshida

CORRESPONDENCE
Dana Fong
Mike MacDonald

FOREIGN CORRESPONDENTS
Toren Smith
Toshifumi Yoshida

ADVERTISING
James Christiansen

PRODUCTION STAFF
Ron Gross
Jeff Okamoto
Derek Quintanar
James Teal

SPECIAL ADVISORS
Matthew Anacleto
Michael Pondsmith

NOTICE

Animag would like to sincerely apologize for printing Jane McGuire's *Mobile Suit Gundam* article in issue one without her permission. The matter has been resolved to the mutual satisfaction of Jane McGuire and *Animag*. Additionally, *Animag* relinquishes all rights to further publish the said article in future publications.

SPECIAL THANKS

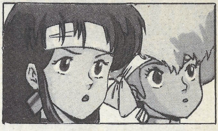
To the artist, whom wishes to remain anonymous for the beautiful Dirty Pair cover which appeared on our doorstep in our time of need.

CONTENTS

ISSUE #4

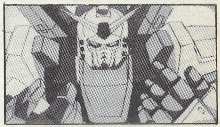
16 DIRTY PAIR

The first in a multi-part article covering to of Japans most uncovered animation heroines!



28 ZETA GUNDAM

Part II of our article on ***Zeta Gundam*** *the successful sequel to* ***Mobile Suit Gundam****, and by no means the final story in the Gundam saga.*



OTHER FEATURES

2 ANIMATION UPDATE

Information on:

- *Aim for the Top!*
- *Venus Battle Chronicles*
- *Outlanders Comic*
- *Starship Troopers*
- *Hajataisei Dangaio*
- *Nausicaa Comic*
- *Robotec II: Sentinals*
- *Speed Racer Comic*
- *New Animation list*
- *Subtittled Wings of Oneamis*

10 BUBBLE GUM CRISIS

PART II: BORN TO KILL
PART III: BLOW UP

Further coverage of the popular Bubble Gum Crisis video series. Plus a few words with Toshimitsu Suzuki of Artmic.

26 ANIME JA NAI

Covering the world outside the animation. This issue,the soundtracks of animation.

42 MECHA FILE

Analysis of the mechanics appearing in animation. This issue, Gundam RX-78.

47 QUESTIONS & ANSWERS

Answers to a few of the questions asked by our readers.

40 BLACK MAGIC MARIO 66

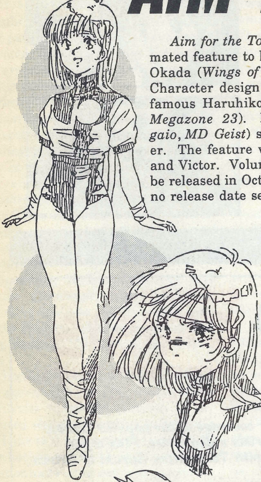
The exciting science fiction video, adapted from the comic of the same name.

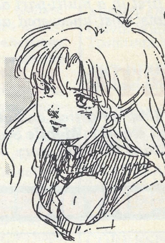
INSERT GREY PREVIEW BOOK

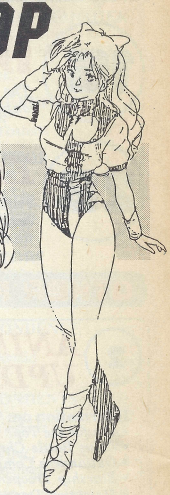
All Contents Copyright 1988 by Animag. All rights reserved. This does not intend to infringe upon rights held by the following: Dirty Pair copyright Sunrise 1988, Zeta Gundam copyright Sunrise 1988, Bubble Gum Crisis copyright Artmic/Youmex1988. Black Magic Mario 66 copyright Bandai 1988. Prior written consent must be obtained from Animag in order to reproduce any of the contents.

ANIMATION UPDATE

AIM FOR THE TOP







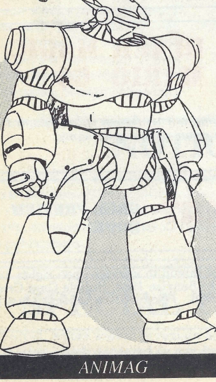
Aim for the Top! is a 50-minute animated feature to be produced by Toshio Okada (*Wings of Oneamis*) of Gainax. Character design is by the now world-famous Haruhiko Mikimoto (*Macross, Megazone 23*). Kenichi Onuki (*Dangaio, MD Geist*) serves as robot designer. The feature will be sold by Bandai and Victor. Volume one is scheduled to be released in October of 1988. There is no release date set for volume two as of this time.

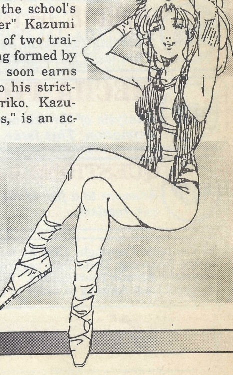
Aim for the Top! is, in a nutshell, *Aim for the Ace* and *Top Gun* combined, mixing the sports success story of *Aim for the Ace* and the mechanical suspense of *Top Gun*. The story takes place in the future on Earth. Mankind has long since eliminated war and is living in peaceful co-existence with one another. Having completed his exploration of Earth, man is now expanding his interest to the stars, creating space stations and colonies on other planets.

But those peaceful days came to an end.

The main character of the story is Noriko Takaya, a sophomore at Okinawa *jyoshi uchuu koto gakko* (space girls' high school), where robot piloting is a part of the school's curriculum. With her "big sister" Kazumi Amano, Noriko is selected as one of two trainees for a top robot pilot team being formed by their mysterious new coach, who soon earns the nickname "ogre coach" due to his strictness. He is especially strict to Noriko. Kazumi, nicknamed the "queen of roses," is an accomplished athlete and an excellent choice for the elite team. Why Noriko is selected is unknown.

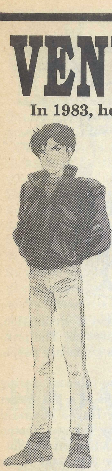
There has never before been an animated feature that combined a sports success story with robot combat. The creators promise at least one *etchi* (mild lechery) scene in every episode -- and they promise you don't have to be over eighteen to buy it!





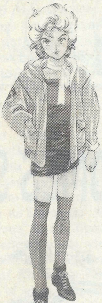
VENUS BATTLE CHRONICLES

In 1983, he brought us *Crusher Joe*. Then in 1986, *Arion*. And now, YAS is back!



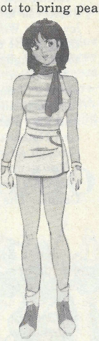
Yoshikazu Yasuhiko is animating his *Venus Battle Chronicles* comics that has been serialized in Comic *NORA* over the last two years. Set for theatrical release in the spring of 1989, *Venus Battle Chronicles* will be a 100-minute feature set on the planet Venus.

On this planet of the goddess of beauty and love, humanity is fighting an ugly war of hatred. In 2017, immigration to the planet Venus began after an astronomical accident terra-formed the planet. The year is now 2089 A.D. The two Venusian nations, Aphrodia and Ishtar, are at war over the possession of a continent. The young fourth generation Venusians, disappointed from the war and deprived of motivation because of it, care only to dissipate their frustration in a motorcycle team competition called rolling game.



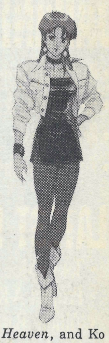
To this goddess's planet where Mars now reigns comes Su, a Terran reporter looking for a scoop. An Ishtarian air raid greets her upon setting foot on Io City in Aphordia. Amidst the chaos and confusion, she meets the members of the Killer Commandos, rolling game team.

They are basically a motorcycle gang, who only have their bike technique to brag about. One of the members is the protagonist, Hiro Seno. They are angered when the air raid interrupts their game and Ishtarian Tako monster tanks occupy the racing ground, and they join the war. They fight the invading Ishtarain army not to bring peace or justice but to enjoy adrenaline, as though the fighting were an extention of the bike game.

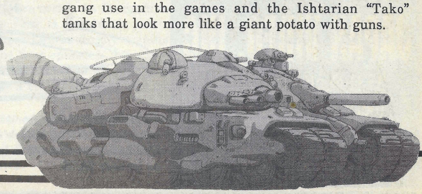


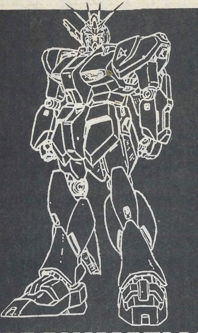
Soon, the Aphrodian army recognize their bike skill and place them in the guerrila troop's combat motocycle team. Su follows them as a reporter. And the war begins.

Because Yasuhiko didn't want to make a second *Arion*, he left the story writing entirely up to the young science fiction writer Yuichi Sasamoto. Sasamoto's previous works include episode 2 of the *Dirty Pair* original video series volume 1, which is the story about a terminalor-type robot set loose in town on Halloween. Yasuhiko gave Sasamoto a copy of the comics and gave only a few requests for the script. Stage it on Venus. Use motorcycles. Hiro is the protagonist.



Makoto Kobayashi, perhaps now known as the mecha designer for *Gundam Double Zeta* and *Dragon's Heaven*, and Ko Yokoyama are the *Venus* mecha designers. They designed the Venusian "mono-cycle" that Hiro and his gang use in the games and the Ishtarian "Tako" tanks that look more like a giant potato with guns.





JAPANIMATION

- Bay Area's Largest Selection
- Both Classic & New Titles
- Rental & Sale
- Tape & Laserdisc Orders Accepted

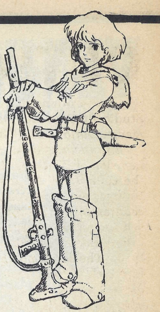
LATEST RELEASES

- Tokyo Vice
- Project A-KO III
- Zillion- Burning Night
- Gundam- Revenge of Char

JAPAN VIDEO, INC.

1731 Buchannah Street
(between Post & Sutter)
San Francisco, CA94115
Tel: (415) 563-5220

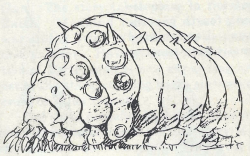
VIZ COMICS IN THE VALLEY OF THE WIND



Animation fans all over the world adore the Japanese fantasy film, *Nausicaa of the Valley of the Wind.* Now, Viz Comics is bringing the graphic novel version of this masterpiece to the English-speaking world.

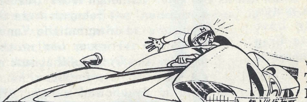
Nausicaa of the Valley of Wind is part science fiction and part pure fantasy. It is a futuristic allegory of world ecology after the destruction of civilization, and man's attempts to find a place in this now-alien world. The princess Nausicaa is a gentle, loving young girl who helps guide her people through adversity with her understanding of nature.

Nausicaa is the second original graphic novel to be released during the Viz Comics "Ride the Wave '88-'89" campaign. It is a Viz Select Comic. The original book was written and drawn by Hayao Miyazaki and published by Tokuma Shoten Publishing Co., Ltd. in Japan. Soon thereafter Miyazaki made the well-known animation film of same title.



The Viz Comics English version of *Nausicaa* is a faithful translation of the original serial graphic novel. *Nausicaa* will be published in seven monthly installments of 56 black-and-white pages and will sell for $2.50.

HERE COMES SPEED RACER



"The first volume of two will ship August," said Tony Caputo, publisher of Now Comics. *Speed Racer Classics #1* will be comic-sized with 224 square-bound pages of black-and-white *Speed Racer* stories reprinted as translated from the original Japanese comics. The covers will be on cardstock and painted by Ken Steacy. The best part about this hefty package is the price -- over two hundred pages for only $3.75.

OUTLANDERS

In cooperation with creator Johji Manabe and publisher Hakusensha, Studio Proteus and Dark Horse Comics will be publishing the popular manga *Outlanders*. The release date is set for early November.

Outlanders is a powerful 40-issue monthly series that begins with the invasion of Earth by (literally) bug-eyed monsters. The series ends with the collapse of the greatest empire in galactic history. The heroine is Kahme, an impetuous and spoiled princess about to have her first encounter with love. The hero is Tetsuya who, purely by chance, finds himself improbably swept into a war that eventually pits him against the Supreme Emperor of the galaxy-spanning Santovasku Empire.

The series proved extremely successful for Comicomi (the magazine in which if first appeared), spawning an animation video, a computer game, and settling creator Manabe firmly into the top ranks of Japanese cartoonists. His ability to draw anything from beautiful alien women, revolting "Giger-like" monsters to accurate fighter aircraft, teamed with his tight plotting and likeable characters, should guarantee him a solid place in the American comics scene.

Robotech II:

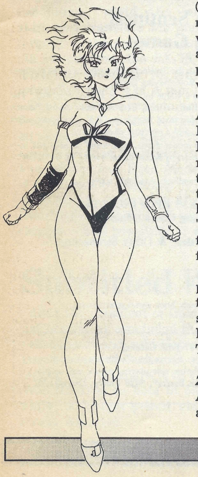
The Sentinels Update

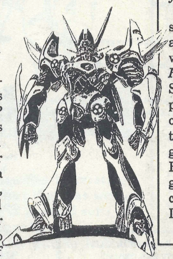
Robotech fans will be pleased to hear that several new projects are in the works for the *Robotech II: The Sentinels* series. Del Rey has recently published the fourth in a series of five novels, *World Killers*; Starblaze will be releasing the third book in their *Art of Robotech* series, titled simply, *The Sentinels*; a 90-minute television series produced by Harmony Gold will be sold on video tape from Palladium Books, beginning in August; Eternity Comics will be releasing a comic book adaptation in which they plan to cover all 65 episodes; and finally, Palladium Books is also working on a role-playing game (120 pages) which will be released later this year.

Robotech II: The Sentinels is the story of Rick Hunter, Lisa Hayes and other original characters (as well as some new ones) from the *Robotech* series. The newly built SDF-3 is on a journey to the home planet of the Robotech Masters and on the way finds an even greater threat -- the Invid. Together with a group of alien freedom fighters, Rick, Lisa and company form a group called The Sentinels, dedicated to liberation for the victims of Invid enslavement.

HAJATAISEI DANGAIO

Spiral Knuckle's Tear



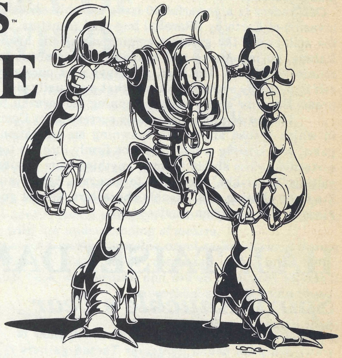


Dangaio is a science fiction robot action show in which weapons dealer Professor Tarsan gathers (mostly through kidnapping) four persons with potential ESP abilities from various planets. Tarsan wipes the four "candidates" -- Mia Alise, Pai Sander, Lamba Nomb, and Roll Kulan -- of their memories in order to train them as pilots of the Dan-Mechanics, fighters that transform and combine into a super-mecha known as Dangaio. Although it was the professor's original intention to sell his "creations" to the Bunker pirates, by the end of the first video episode, he and the four Dangaio pilots wind up running for their lives from the very same pirates (look for a full-length feature article on *Dangaio* in future issues).

Spiral Knuckle's Tear is *Dangaio*'s second OAV episode. The story is set on a planet of snow, where Lamba finally regains her memory (Mia and Pai found their former selves in the first episode). Lamba remembers that she is a princess of the snowy world, but before she can act on her memories she and the other Dangaio pilots are attacked by a trio of enemies who combine to form a robot called Aizam the Third.

Dangaio's director and character designer, Toshihiro Hirano (*Iczer One*, *Mega-Zone 23* Part I), says that he plans to work on an additional OAV episode this year. Audiences can look forward, says Hirano, to the exciting combat between Dangaio and Aizam the Third.

Robotech II: The Sentinels™ VIDEO TAPE



Available for the first time anywhere!

At last! The never before seen footage of the **Robotech II: THE SENTINELS**™ cartoon is available on VHS tape.

A few years ago, *Harmony Gold USA, Inc.* began the production of a new *Robotech*™ animated T.V. series. For a number of reasons the project was never completed. But the first three episodes were produced.

Exclusively from Palladium Books®

Now, for the very first time ever, you can see those three episodes combined into one, long, 76 minute, color feature on VHS tape.

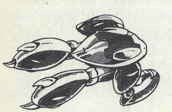
Don't run to the stores. **Robotech II: The Sentinels**™ **Video Tape** is available only through the *mail* and only from **Palladium Books®**

Highlights Include . . .

- **The New Invid:** Regent, Odeon Inorganics, and Cougar Inorganics in deadly action.
- **Exciting combat sequences,** like bioroids against the cougars and other invids.
- **New Characters Introduced:** Cabell, Rem (Zor clone), Col. Edwards, Col. Wolfe, cadet Baker, Karen Penn, and others.
- **Familiar Heroes:** Rick Hunter, Lisa Hayes, Max and Miriya Sterling, Exedore, Breetai (with new face mask and costume), even Dana Sterling and Bowie Grant as 9 year old children, and others.
- **The Alpha and Beta Fighters'** first test flight.
- **The Robotech Master's Homeworld.**
- **The wedding** of Rick Hunter and Lisa Hayes.
- **76 minute color feature.** (Unrated).
- **Mailed "first class"** in a protective envelope.
- **$19.95 plus $4.00** for postage and handling.

U.S. Funds Only. Allow 2 to 4 weeks for delivery.

Holy Moley! I didn't think I'd ever get to see **Robotech II: The SENTINELS**™, and now I can own my very own copy(s)!
Please send me _____ copies.
Enclosed is **$23.95** ($19.95 + 4.00 for postage and handling) for each copy I want.
SEND TO:
Name: ____________________
Address: ____________________
City: ____________ **State:** ________ **Zip:** ________
VHS ONLY. SORRY NO BETA.
Palladium Books — Dept. V — 5926 Lonyo — Detroit, MI 48210



Palladium Books®
Dept. VA
5926 Lonyo
Detroit, MI 48210

Copyright © 1987 Harmony Gold USA, Inc.
Palladium Books® is a trademark owned by Kevin Siembieda
Copyright © 1988 Palladium Books.

Robotech II: The Sentinels™ The Role-Playing Game

Once you've whet your appetite with the Sentinels video tape, you can continue the adventures with The Sentinels™ Role-Playing Game.

Everything you see in the film and a whole lot *more* is at your fingertips. The five *new destroids* (not seen in the film), Alpha, Beta and other mecha (human and alien), the SDF-3, all the terrifying invid inorganics, T.V. characters, alien player characters, vehicles, weapons, and a universe of adventure.

All material is based on animation model sheets, cels, script outlines and conversations with Carl Macek. Fabulous art by Kevin Long; written by Kevin Siembieda.

$14.95 plus $1.50 for postage and handling. Available now!

OTHER PALLADIUM BOOKS® RPGs INCLUDE:

- **Robotech™: The Role-Playing Game (Macross)**
- **Robotech™: Invid Invasion**
- **Teenage Mutant Ninja Turtles® & Other Strangeness**
- **Ninjas & Superspies™**
- **Heroes Unlimited**
- **Beyond the Supernatural™**
- **Palladium RPG (Fantasy)™**

Available in hobby, game, and comic book stores everywhere.

Complete 1987-1988 Catalog

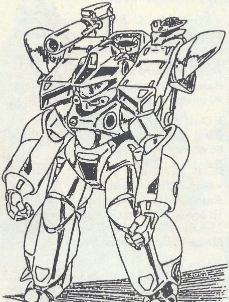
Send 50¢ postage and handling to receive the complete catalog of our fantasy, superhero, and science fiction role-playing games and supplements. **Send orders to: Palladium Books®, 5926 Lonyo, Detroit, MI 48210.**

STARSHIP TROOPERS

Robert A. Heinlein's world-famous science fiction classic, *Starship Troopers*, will soon be released from Bandai as an OAV. Animation will be done by Sunrise with mechanical design support from Studio Nue (*Macross*). The OAV will be released as six, 25-minute episodes, two episodes recorded per tape.

Uchuu No Senshi (Soldiers of Space) is the story of Johnnie Rico, a young recruit coming of age in the Mobile Infantry of the twenty-second century. The powered suit created in *Starship Troopers* is the basis for suits ranging from the Armo-Soldier (*Mospeada*) to the Zeta Gundam.

Although designers of the RX-78 Gundam admit that their original designs were influenced by Heinlein, the two suits are not completely alike. For example, the Heinlein suit as described in *Di Fate's Catalog of Science Fiction Hardware* is "a self-contained world," designed for long-term occupancy with food, water, stimulants and painkillers provided through "nipples" in the helmet. Heinlein's suit is made up of "powerful, armored 'muscles,' which are controlled by millions of pressure receptors on the inside of the suit. The receptors," Di Fate continues, "mold the wearer's skin, and translate his movement directly to the suit's musculature." In comparison, the RX-78, in addition to standing 18 meters, is controlled more like a jet.



The animators hope to achieve a retro-animation effect by creating a look using animation techniques from 1988 on a story that was written 40 years ago. The idea is to go back to the basics of powered suits, but some alteration to update the powered suit technology have been made. The BEMs (Bug-Eyed Monsters) will be designed by Yutaka Izubuchi of *Aura Battler Dunbine*.

With the animation of e.e. "doc" smith's *Lensman* by Kodansha, Heinlein's *Starship Troopers* makes two science fiction animated classics -- and hopefully, it won't be the last!

Subtitled *Wings of Oneamis*

After the president of Gainax, Toshio Okada, visited the United States last March, he concluded that a market did indeed exist in America for well-dubbed and subtitled animation. After discussions with Bandai (the sponsors of *Oneamis*), it was decided to prepare a 16 mm subtitled version and premiere it at this year's World Science Fiction Convention (WorldCon) to be held in New Orleans, Louisiana. Following the premiere, a budget-priced videotape version would be made available across America.

NEW ANIMATION

FILMS

- ***Dragon Ball: FantasticAdventure***
The characters form *Dr. Slump* team up with the *Dragon Ball* gang to find all seven of the mystical dragon balls. Toei. Release 7/9/88.

- ***Bikkuriman: Secret of the Muen Zone***
Further adventures of Bikkuriman and comrades. Toei. Release 7/9/88.

- ***Fight!! Ramenman***
Continuing adventures of the kung fu genius Ramen and his sidekick Shumai. Toei. Release 7/9/88.

- ***Akira***
Psychic wars over the possession of Akira, whose power equals a nuclear bomb. Release 7/16/88.

- ***Saint Seiya: Legend of the Crimson Boys***
Further challenges to the Bronze Saints to protect Athena. Release 7/23/88.

- ***Sakigake!! Otoko Juku***
The Otoko Juku travels to America to face the challenge of the American Otoko Juku. Toei. Release 7/23/88.

- ***Capricious Orange Road***
What happens years later to the *Orange Road* kids. Release Fall '88.

- ***Romance of the Three Kingdoms***
The directors of *Space Cruiser Yamato* and *My Youth in Arcadia* animate this Chinese literary classic. Toei. Release Spring '89.

- ***Utsuno Miko***
Based on the book of the same title, written and illustrated by the *Windaria* team (writer Keisuke Fujikawa and illustrator Mutsumi Inomata). Kadokawa Books. No release date set.

- ***Ryuko***
Depicts the sufferings of a little girl during WWII. Magic Bus. No release date set.

- ***Hiatari Ryoukou***
Romantic comedy by Mitsuru Adachi. Wraps up the love triangle set up in the TV series. No release date set.

ORIGINAL ANIMATION VIDEOS

• *Gakuen Benriya Series: Antique Heart*
Student jack-of-all-trades receives a request from a ghost; 40 minutes. Toshiba EMI. On sale now.

• *Project A-ko 3: Cinderella Rhapsody*
The invincible school girl, A-ko, falls in love; 50 minutes. Soeishinsha, Pony Canyon. Release 6/21/88.

• *Red Photon Zillion: Burning Night*
In another universe, street gangsters White Nuts fight the wealthy Noza family; 45 minutes. King Record. Release 6/21/88.

• *Tokyo Vice*
Detective story set in Tokyo; 60 minutes. Polydor Video. Release 6/21/88.

• *Ten Little Gall Force*
A super deformed parody of *Gall Force*; 30 minutes. CBS Sony Group. Release 7/3/88.

• *Aim for the Ace! (2), Vol. 1/Vol.2*
Sequel to the popular TV series; 75 and 50 minutes, respectively. Bandai. Release 7/25/88.

• *Vampire Miyu, Episode 1*
Girl vampire story by Toshihiro Hirano (*Iczer One*); 30 minutes. Soeishinsha/Pony Canyon. Release 7/25/88.

• *Toyamazakura Uchucho: His Name is Gold*
Space detective story, Hiroyuki Kitazume (*Gundam ZZ, Robot Carnival*) as character designer and animation director; 60 minutes. Tokuma. Release 7/25/88.

• *Shonan Motorcycle Gang IV: Hurricane Riders*
The Shonan motorcycle gang tries surfing; 60 minutes. Toei Video. Release 7/22/88.

• *Shibuya Honk Tonk, Volume 2*
Naoya is sent to England for schooling; 40 minutes. Tokuma. Release 6/25/88.

• *Dominion Act 2: Crime Wars*
Can the civilian police stop the Buichi Gang? Original story by Masamune Shirow, creator of *Black Magic M-66* and *Appleseed*; 45 minutes. Toshiba Video Soft. Release 6/18/88.

• *What's Michael? (2)*
More adventures with Michael the Cat; 45 minutes. Kitty Enterprise, Polydor. Release 7/25/88.

• *The Story of Watto Po and Us*
Fantasy with character designer and animation director Mutsumi Inomata; 50 minutes. Konami Industry. Release 7/30/88.

• *Bubble Gum Crisis 4: Revenge Road*
Continuing crime fighting tales of the Knight Sabers; 40 minutes. Toshiba EMI. Release 7/24/88.

• *Kizuoibito 5: Final Touchdown*
More adventures of the Kizuoibito; 35 minutes. Bandai. Release 8/25/88.

• *The Pihyoro Family (1)*
Based on the comics by Kaori Himeki; 30 minutes. Akita. Release 9/1/88.

• *Gall Force 3: Stardust War*
Final chapter of the *Gall Force* trilogy; 60 minutes. CBS Sony Group. Release 11/1/88.

•*Makai Toshi Shinjuku*
Based on the fantasy horror novel by Hideyuki Kikuchi (*Vampire Hunter D, Monster City*); 80 minutes. Japan Home Video. Release Fall '88.

Fairy King
Fantasy by Ryoko Yamagishi; 60 minutes. Victor Music Industry. Release Fall '88.

• *Beat the Wind!*
Based on motorcross comics by Motoka Murakami; 50 minutes. Victor Music Industry. Release 9/88.

• *Aim for the Top! (1)*
A parody of *Aim for the Ace!* and *Top Gun* by Gainax, AIC and Haruhiko Mikimoto; 60 minutes. Bandai. Release 10/25/88.

• *Yotoden 3*
Ninja Ayanosuke's fight to defeat the evil warlord, Nobunaga; 45 minutes. CIC Victor. Release 10/88.

• *Mobile Police Patlabor, Vol. 2: Longshot*
Robo-police comedy by Masami Yuki (comic artist), Yutaka Izubuchi (*Dunbine* mecha designer), Mamoru Oshii (*Urusei Yatsura* director), Kazunori Ito (writer), and Akemi Takada (*Orange Road* character director); 30 minutes. Bandai. Release 6/25/88.

• *Space Family Carlbinson*
Space comedy based on the comics by Yoshitou Asari; 45 minutes. Tokuma. Release 12/88.

• *Armored Hunter Mellowlink (1)*
Votoms companion story; 50 minutes. VAP. Release date 10/21/88.

• *Aura Battler Dunbine (3)*
The conclusion of the TV digest with new animation (original story); 75 minutes. Bandai. Release 8/25/88.

• *Hajataisei Dangaio (2)*
Further adventures of the *Dangaio* team. AIC. Release Fall '88.

Sequential Rumours

The following is a list of features slated for sequels in the not-so-distant future:

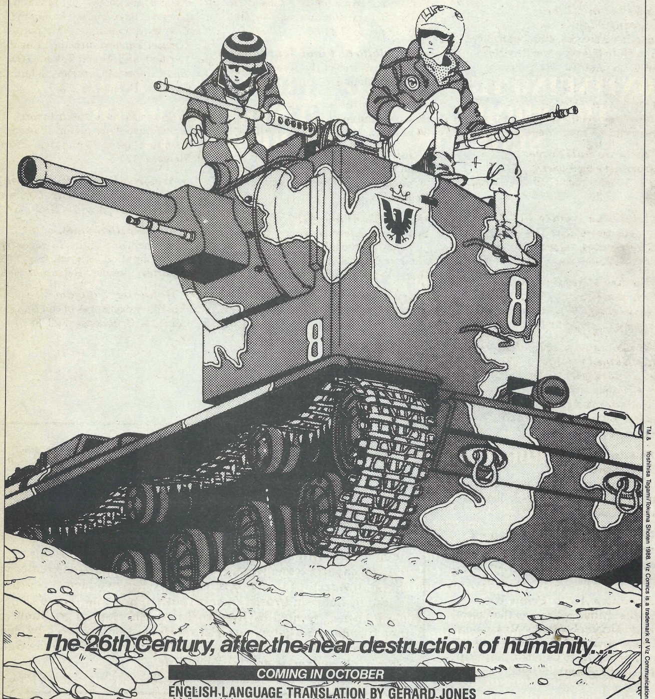
Zillion, a science fiction/action series based loosely on the game Lazer Tag, from Tatsunoko Productions; *Orange Road*, a younger, psionic version of *Maison Ikkoku* from Studio Pierrot; *Hiatari Ryoko*, a romantic comedy based on the manga series as created by Mitsuru Adachi; *Crusher Joe*, a science fiction/action series produced by Sunrise; *Urusei Yatsura*, better known as "Those Obnoxious Aliens," created by Rumiko Takahashi (known as "Rum" to her friends); and *Votoms*, mecha science fiction produced by Sunrise. Features tentatively scheduled to be produced include *Gundam*, *Galaxy Express* and the *Dirty Pair*.

PRESENTED BY TOKUMA SHOTEN AND VIZ COMICS

FOREWORD BY HARLAN ELLISON

GREY™

STORY AND ART BY YOSHIHISA TAGAMI



The 26th Century, after the near destruction of humanity...

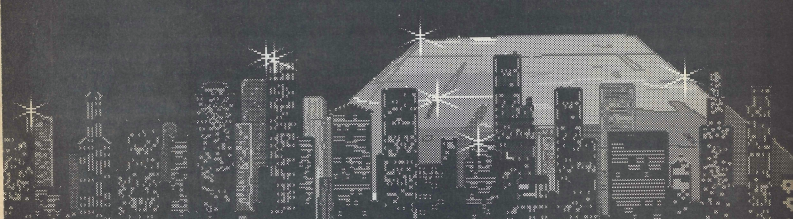
COMING IN OCTOBER

ENGLISH LANGUAGE TRANSLATION BY GERARD JONES
BLACK & WHITE, 72 PAGES/BOOKSHELF FORMAT, SELECT COMICS SERIES
$2.95 USA/$4.00 CAN • MONTHLY FROM VIZ COMICS.

TM & Yoshihisa Tagami/Tokuma Shoten 1988. Viz Comics is a trademark of Viz Communications, Inc.

BUBBLE GUM CRISIS

CONTINUING THE KNIGHT SABERS BATTLE AGAINST THE BIOMECHANICAL CONSTRUCTS OF THE SINISTER GENOM CORPORATION



INTRODUCTION

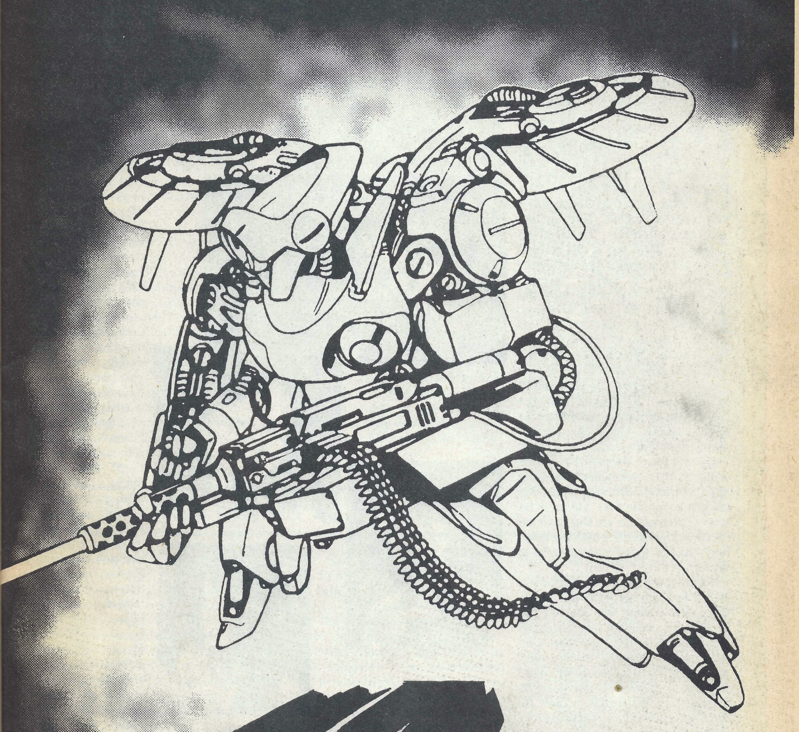
Bubble Gum Crisis made its debut as a series of videos on February 25, 1987. Set in the futuristic world of Mega-Tokyo in 2032 A.D. after a catastrophic earthquake, this is the story of a group of girls known as the Knight Sabers. A vigilante team, they work outside the law, using sophisticated powered suits to battle criminal elements in the city.

The following synopses are the second and third installments which continue the storyline of the Knight Sabers' battle against the huge Genom corporation and their deadly force of Boomers (bio-mechanical humanoid weapons designed for military use). The first installment was featured in issue two of *Animag*.

PART II: “BORN TO KILL

Opening: At Genom, a research team secretly works on a new Super Boomer while “female” Boomers search the ocean floor of Tokyo Bay for the black box contained in Cynthia (the young “girl” from *Bubble Gum Crisis* 1). Locating her body, the Boomers bring back the black box to Genom where the research team transfers it into the Super Boomer. Elsewhere in Mega-Tokyo, a news report flashes on a TV screen about the misfiring of the USSD's satellite on the Floating City. Giving a press conference, the head of the USSD promises reporters that the matter will be looked into. Back at the Genom lab, an accident occurs, causing the Super Boomer to explode.

PART II: BORN TO KILL
PART III: BLOW UP



After the accident, A. D. Police agents check out the destroyed lab. A crowd gathers in front of the Genom Co., Ltd. building. Genom officials, protected by security guards, look on. The officials are Mason and his bodyguards, the female Boomers. Among the crowd are Priss and company. Suddenly Linna spots a girl running up to Mason who says, "He was killed by one of you!" This prompts one of the bodyguards to slap her away. Priss is enraged by this action and runs to the bodyguard to return the gesture, only to discover that the bodyguard is a Boomer. Luckily, Leon steps in to stop the argument. He tells Mason, "I'm Leon from the A. D. Police. If you don't stop this I'll arrest all of you." Mason replies that they are not at fault for the accident and reminds Leon that Genom has a reputation to uphold. After he has left, Leon tells Priss, "That's Brian J. Mason. He's one of the central personnel of Genom. Quite clever."

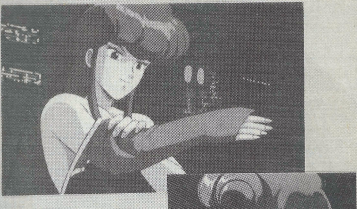
Later, in a parking garage, Celia covertly converses with the head of the USSD over a car phone. He explains to her that Cynthia was a weapon developed to link up with the satellite. Celia is upset that the Knight Sabers weren't told of this before they accepted the assignment to rescue her. He explains that the USSD was only trying to protect its own interests. Celia tells him to make the satellite controller a cat or a dog next time. Despite this she accepts another assignment from the head of the USSD, as well as the remainder of the last one, and receives information via facsimile on Cynthia, the satellite and the black box. "Selfish guys!" she remarks to herself.

Elsewhere, at ADP headquarters, Leon argues with the police chief over closing the case on the Genom lab accident prematurely. The chief tells him that there's no evidence of Boomer involvement and that since Leon is only supposed to prevent crimes by Boomers, he shouldn't be concerned. Leon retorts that Genom is trying to develop a dangerous new Boomer and that they'll be too late if they wait until something happens.

At Celia's apartment, Celia explains to the other Knight Sabers that the black box was taken before the USSD could retrieve it. She tells them, "Considering today's accident, we can assume it was taken by Genom." Priss agrees to "a rematch," but Linna is reluctant, considering the size of their opponent and the fact that they won't be paid until after the job is done. Celia tells everyone, "Well, let's work in threes. Priss, you gather information about Genom. Nene, you gather information about the ADP and work on the key words with Mackie."

The next day, Priss calls Leon from a booth. "Let's have a date," she says. "Today, at 11:00." Leon replies, "If it's that late, let's meet at a hotel. I know a real nice one." Priss retorts, "Stupid! 11:00 A.M.!" Leon says that it's too early since he's still at work, but Priss tells him to make up an excuse and gives Leon the location to meet her. After hanging up, Leon wonders to himself, "She's crazy. Why so suddenly? Maybe I'll give her some information—"

At the location, a steak house, Priss asks Leon why the ADP cancelled their investigation into the Genom lab accident. Leon explains that it was an order from the top, but according to his estimates, Genom may be developing the newest Boomer yet. He asks why she wants to know. Priss plays it off, telling him she likes hearing such stories since they're much like science fiction stories. Priss asks, "Then, the development is continuing inside the Genom building?" Leon tells her, "While I was checking the lab accident, this guy from security told me that at the same time a transport left from the building from a gate that is usually not used." "Then they moved it to another location?" she asks. "Yup," Leon replies, as he tries to get romantic. Priss suddenly looks at her watch and tells him that she has to get to a live concert, leaving Leon with the bill.



PRISS, LINNA, CELIA, AND NENE—

THE KNIGHT SABERS

Meanwhile, at an aerobics class, Linna talks with the girl who ran up to Mason earlier. She explains to Linna, "He was an engineer trying to develop a space Boomer. He used to always talk about his work with great joy, but when he started this development, he was always fearful. It was some kind of linking system, but he didn't tell me more since he would be killed if they [Genom] found out." Linna asks if she told the police. The girl tells her that she didn't do anything. "I want to know what happened to him. We were supposed to get married after this development was finished. [Showing ring], "This ring has become a momento from a dead person."

Wanting to cheer up the girl, Linna takes her to Yokohama where they shop in Chinatown. Afterwards in a cafe, the girl begins to feel better and tells Linna that she'll try to find out more about her boyfriend. Outside, a "female" Boomer spies on their conversation, lip-reading what they are saying. The girl tells Linna, "With the Boomer crimes increasing, the producer of Boomers, Genom, is the perfect subject for the press. I'll bring today's happening to them." Linna thinks it's too dangerous for her to become involved in but the girl tells her, "That might be so. But, I want to be satisfied. If something happens to me, I'll ask the underground vigilantes to avenge me. Ha, ha, ha. I'm just joking." Linna thinks it's a bad joke.

Leaving the cafe, the two see Linna's car being towed away but are too late to do anything about. The girl decides to walk home, since it's not far away and she feels like it. After leaving, Linna wonders how she's going to get home and goes to use a phone. Quietly, the "female" Boomer drives forward in her car. Slowly at first, then accelerating, she drives through the phone booth as Linna jumps out of the way. As she drives away, Linna, remembering the girl, says "Eileen!" and thus reveals the girl's name.

At Celia's apartment, Celia receives a call from Linna and tells Mackie to contact Priss immediately. Elsewhere, the "female" Boomer slowly follows Eileen, who begins to notice its presence. Priss receives the message from Mackie and races on her motorcycle to Yokohama's Chinatown around Third Street, while Linna desperately runs to try and warn Eileen. Close-by, Eileen quickens her pace, running down an alley as the car speeds to chase her. She runs up a flight of stairs, tiring herself out as the car pulls up in front of Eileen, and the "female" Boomer gets out. Grabbing Eileen, the Boomer sadistically tortures her before protracting its razor-sharp talons, stabbing and killing her. Priss and Linna arrive below the stairs but are too late to rescue Eileen. The Boomer drives off. Priss wants to go after the Boomer, but Linna demands to go too as she cradles Eileen's lifeless body.

Linna and Priss are greeted by the others at the Knight Sabers hideout. Suiting up, the Knight Sabers take off for the Genom factory in Kawasaki. On the way, Mackie and Nene explain the details behind the Genom factory that they have obtained from the ADP computer. They explain how several workers died during research testing that was probably being done on Boomers.

Upon arriving, Mason, detecting the Knight Sabers' appearance, sends out the "female" Boomers to intercept them as he celebrates the birth of the Super Boomer. The "female" Boomers attack and are destroyed after a brief battle. Out of the shadows comes the Super Boomer. Mackie warns the others that it is linked to the USSD satellite, which the Super Boomer tries to use against the Knight Sabers. Using teamwork the Knight Sabers defeat the Super Boomer, destroying the factory in the process. Once again, Mason gets away.

Having "completed" their mission, Mackie tells the others that the satellite has been disarmed and the black box destroyed. Celia isn't concerned about losing their payment of twenty million for the loss.

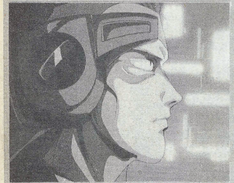
The next morning, a news report announces the resignation of the head of the USSD. In remembrance, flowers have been placed on Eileen's grave. ■

BUBBLE GUM CRISIS 3: "BLOW UP"

Opening: At Genom, as a computer display of Mega Tokyo is shown, a technician explains to Mason the newest Cyberdroid: type BU-12B. Equipped with a bazooka and 46 mm machine gun, the Cyberdroid's sensors provide them its location as it arrives at 246th St., where the ADP's 6th Division unsuccessfully tries to stop the Cyberdroid's rampage through the city. An ADP helicopter drops a pair of K-11 powered suits to fight the Cyberdroid.

At Hot Legs nightclub, Linna takes Priss away just before stage time, much to the manager's displeasure. Priss takes off towards where the Cyberdroid is on her motorcycle, leaving Linna, whose car has stalled, behind. Arriving at a closed tollgate Priss encounters Nene, who is directing traffic. Nene lets Priss through, causing her to be scolded by a motorcycle cop, who takes off after Priss. Up ahead, one of the K-11 suits manages to shoot one of Cyberdroid's arms off, knocking it into Celia's lingerie shop as Celia and Mackie helplessly watch close by. As Priss races down the highway, oncoming shots force her to turn around as the fleeing Cyberdroid comes towards her direction. Leon arrives in his police car and uses its special devices to prevent the Cyberdroid's escape. The Cyberdroid is finally destroyed but only after taking the two K-11 suits with it. The motorcycle cop arrives and tickets Priss for speeding as Leon tells her, "It's regulations."

Afterwards at Celia's lingerie shop, as the group cleans up the mess caused by the Cyberdroid's rampage. Priss tells the others, "...It was wild. I might get my license revoked." Everyone else relates similar bad stories. Priss thinks Mason must be behind this recent event and wants to go after him, but Celia tells her to leave it to the ADP. Noticing that Priss is just standing around, Nene complains but fortunately Mackie, wanting to show Priss the new transformable motorcycle, gets her out of cleaning up.



MASON

At Celia's apartment, Celia turns on the television to watch the news after getting out of the shower. A newscaster reports, "...this Boomer that scared all the citizens was a fighter-type Boomer which is illegal to manufacture in the country. It is necessary to be cautious...." Elsewhere, at Linna's apartment, Priss wonders why Celia doesn't want to get Mason. Linna reminds her that such actions are against regulation number two of the Knight Sabers. She also reminds Priss that since she provided dinner, Priss should wash the dishes and clean up the room.

At Genom, Quincy, the head of Genom, tells the board that the government has given them permission to go ahead with their plan to build factories and industrial cities. He tells them that the first step will be to buy up land in areas three and twelve. Alone, Mason reports to Quincy that the people in region three will easily sell their land because of the increase in crime in the area. Quincy tells Mason, "I have high hopes for you. Don't disappoint me again...." Elsewhere, production of the Cyberdroids continues.

Meanwhile, at a home in region three, Sho, a young acquaintance of Priss', celebrates his tenth birthday with his mother and Priss. Sho's mother reprimands him for his bad manners. Priss says it's okay, that this is a party, not a meal. As Sho plays with his new holographic shooting game, Priss and Sho's mother talk.

Priss: I'm sorry for being so imprudent.

Sho's mother: It's okay. That boy is always lonely when I'm away at work. I'm relieved that you occasionally look after him.

Priss: I have confidence that I can be popular among boys around his age.

Sho's mother: Because of the big earthquake seven years ago, I lost my husband and my house and came to this town. I was able to go on living because Sho was there.

Priss: It must be hard always working late.

Sho's mother: You look that way too, Priss.

Priss: No, my job is more like a hobby.

Sho's mother: But now, I've been finally able to start saving some money. One day, somewhere, I want to live in the countryside where the air is clean. It's my dream right now.

Priss, returning to her place (a dump), thinks to herself, "A dream...." Back at Genom, Mason, in a large computer information room, cybernetically scans through all the information about the Knight Sabers and the Boomers. As he reminds himself of his opposition, "Celia Stingray," Celia likewise cybernetically reviews the same information.

The next day, the Genom wrecking crew as overseen by Mason begins to level section three. Priss notices the crowd gathered around the area and comes upon a fallen man. He tells her, "Priss, they want us all to leave this area." Mason explains to her that Genom has bought the land from the government and that illegal residents such as herself have no right to live here. Enraged, Priss tries to hit Mason but is stopped by his bodyguard. Leon arrives on the scene and tries to maintain order. Still upset, Priss hits the bodyguard with a lead pipe which the bodyguard takes and twists around Priss' neck, revealing to Leon that the bodyguard is really a Boomer. Leon pulls out his gun and fires in the air, stopping the bodyguard by this show of force.

This doesn't stop the wrecking crew, which begins to destroy one of the apartment complexes. Seeing this, Sho's mom runs inside the collapsing building. Yelling at the crew to stop, Priss runs in after her only to find Sho's mom dead underneath a pile of rubble, a handful of stashed money in her hands. Priss thinks back to what she said about her dream and becomes further incensed.

Going to the Knight Sabers hideout, Priss suits up and prepares to go out on her own. The other Knight Sabers appear, in their suits, and

remind Priss of their regulations. "No actions on your own," says Celia. "No actions on personal feelings. That's regulation number two," continues Linna. "No actions without the agreement of all the members. That's regulation number three," reminds Nene. Priss wonders why they are going against these regulations. Celia tells her that they heard about the boy losing his mother from Nene while she was at the ADP headquarters. "It's for the Knight Sabers, not for you," she tells Priss.

Racing towards the Genom building the Knight Sabers' truck deploys Priss and Linna, who ride their motorcycles up the road spiraling around the building. Two Cyberdroids greet their arrival. Overhead, an ADP helicopter spots the fighting and reports it to headquarters where Leon listens half-attentively. The helicopter moves in and shoots at the Cyberdroid, which returns fire with its bazooka and destroys it. After the helicopter fails to respond Leon decides to investigate and leaves with a large force of ADP. Celia and Nene fly to the top of the building where the bodyguard and Mason, in his own hardsuit, await them. Mason tells them, "I must commend you for reaching the top, Knight Sabers." Celia replies, "Your ambitions are over now, Mr. Mason. From your appearance, you look like you're ready to meet your destiny." He tells her, "This is the appearance of the winner, and this Genom building where we stand is waiting for me to take its throne. This place will become your tomb."

With this said, Nene takes on the bodyguard Boomer, while Celia battles Mason. Elsewhere, Priss and Linna continue to fight. Eventually, with a little difficulty, the Cyberdroids and the bodyguard Boomer are destroyed, leaving Celia to fight Mason. The two grapple with each other, allowing Mason to raise Celia's visor. "So, it is you, Celia." Celia manages to protract her laser sword and stabs Mason, killing him. The others arrive just as Mason drops dead to the ground. After the Knight Sabers have left, Leon and the ADP arrive. Looking over Mason's dead body, Leon chuckles to himself as he sees the Knight Sabers' signature on the ground next to him.

Later, Priss takes Sho to a foster home where he will hopefully live a better life.

By Dana Fong and
Yoshiyuki Karahashi

■

A Short Q & A Session With Mr. Suzuki, President of Artmic

(creators of *Bubble Gum Crisis, Madox-01, Gall Force, Megazone 23*, etc.)

Q. Please give me some background information on *Bubble Gum Crisis*.

Suzuki: If you are a fan of *BGC*, then you can probably tell that Celia and Mason are deeply related in the story's behind-the-scene design. My aim is to reflect on what is good and evil and the future of man and machine by contrasting Celia and Mason, or Boomers and humans. So the Knight Sabers are the messengers for my aim, and Genom holds the balance of that world. The major theme in every episode is based on human greed, and its selling point is excitement. So, don't think that Mason is really dead.

Q. What gave you the ideas for the story and characters?

Suzuki: Japanese society is progressing rapidly. At this pace, I worry about the possibility that these technological innovations will make people apathetic. If this occurs, something terrible might happen. These stories of mine are based on this fear. The characters themselves just reflect my likings.

Q. What made you want to create *Bubble Gum Crisis*?

Suzuki: In the beginning, I wanted to remake *Technopolice 21C* with my current staff, utilizing their young talents. It's a common story, but for some reason, no one's tried it before so. . . .

Q. Tell me how you and the artist came up with the designs for the hardsuits and Boomers.

Suzuki: The philosophy of Artmic's design is not necessarily for animation, but for live-action. Our designs are in keeping with the human form, such as the styles of the Knight Sabers or Boomers. Our forte is realistic design (the power suit from *Madox-01* for example), but we got the idea for the hardsuits from the promotion film, "Go" by the rock group Asia. They specifically emphasize that the characters are female. The Boomers were created from the point of view that they are artificial humans (the ultimate in the evolution of technology) envisioned in the world to be.

Q. What can you tell us about the live-action *Bubble Gum Crisis*?

Suzuki: Right now we're still in the planning stages, so I can say nothing about it. In the Japanese movie industry, even though you'd like to make a film like *Bubble Gum Crisis* with high quality there are many difficulties.

Q. Tell me about the creation of the music of *Bubble Gum Crisis*.

Suzuki: The music for *Bubble Gum Crisis* was done by Koji Makaino, the number one composer in the Japanese pop world. Mr. Fujita (music director of Toshiba EMI's affiliate, Youmex) and I chose him. Singing the theme song is a newcomer named Kinuko Omori. The song was written with a hard driving rock beat in mind and is intended for live concerts such as those in "Streets of Fire." This is because in Japan, fan service events like previews and live shows are held around Tokyo, Osaka, and Nagoya concurrently with the release of new animation films.

Q. How did you pick the voice actors for the film?

Suzuki: It's just a reflection of my liking, but I take care to choose by demo tape so that I would get voice actors who fit my image of the characters.

■

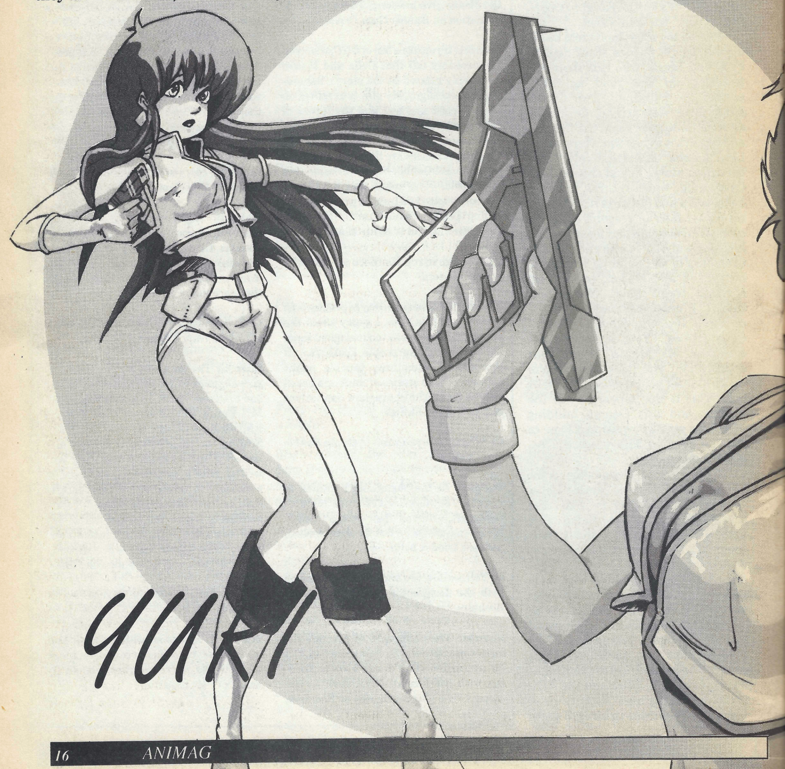
The year is 2141 AD. Man has achieved his dream of colonizing the stars. However, the problems that plagued him on Earth have followed him there... overpopulation, resource depletion, and especially crime.

With the larger-than-ever population of humanity it is even more impossible for conventional law enforcement to control illegal activities.

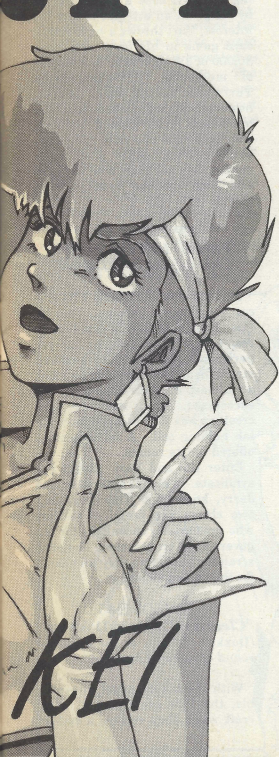
One private agency which has sprung up to supplement conventional law enforcement is the World Welfare Work association or WWWA. Their motto is, "I will solve any problem for you."

Their two most famous employees, billed as "trouble consultants," are named Kei and Yuri. Although their official code name is "Lovely Angel," they are best known, to their dismay, as the. . .

DI



RTY PAIR



INTRODUCTION

The *Dirty Pair*, Kei and Yuri — two scantily clad, but well-armed girls — have been seeking danger and excitement for over ten years in japanese novels, comics, and currently TV and movies. They are best known for the television series that aired in Japan during 1985 and 1986, the motion pictures and most recently, the numerous original animation videos. The history of the characters date back much further to author Haruka Takachiho's college days — and to a female wrestling team known as the *Beauty Pair*.

The *Dirty Pair* first appeared as a series of stories that ran in *SF Magazine* in Japan. The stories later became a series of novels released by two different publishers, demonstrating the popularity of the stories. In 1984, Sunrise decided to animate the characters in a television series to be aired in 1985. The *Dirty Pair* was the second project of Takachiho to be animated by Sunrise, Inc. The first was *Crusher Joe*.

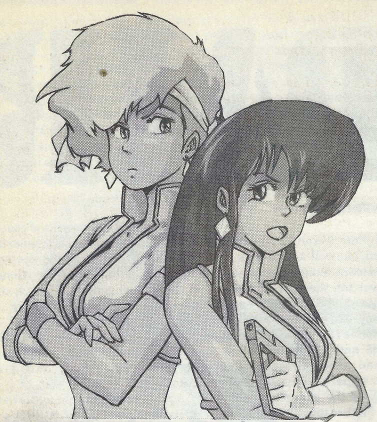
Takachiho was allowed to choose the animators for *Crusher Joe* as he retained rights and control on the project. However, as he sold the rights to *Dirty Pair*, he chose not to watch as carefully over the production. Complete control for *Dirty Pair* was given to Sunrise because as a weekly television show, there was no way for one person to oversee the entire project.

Because of this there were bound to be changes in the original story line of the books. For example, in the *Dirty Pair* stories Mugi is the last survivor of a planet of vicious, predatory and very intelligent cat-like creatures that are capable of controlling magnetic waves with feeler-like antennae. In the TV episodes, Mug(h)i (Military Utility Genetic Higher Intelligence) became a creature specifically designed for the *Pair*...although he didn't turn out quite as his designers intended. Mug(h)i becomes a comical, oversized caricature that retains intelligence but is cute, too.

A more noticeable change is in the attitude of the *Pair* towards the destruction that seems an inseparable part of their nature. In *The Great Adventures of the Dirty Pair* (Kodansha English Library) Kei and Yuri don't seem to lose a moment's sleep over dropping a space station on a populated area, but they go into fits over messed hair and broken nails. Quite a change from the cute-but-still-accident-prone *Pair* in the TV episodes.

Contrary to popular belief, the *Pair* appeared in print long before the *Crusher Joe* movie, where they made their first animated appearance. It is also interesting to note that the relationship between the Dirty Pair and Crusher Joe isn't limited to existence in the same universe. In another Takachiho novel Crusher Joe's father, Dan, and Crusher Joe's partner (then a much younger) Tallos team up with the Pair. Tallos eventually marries Kei and it is implied that Yuri may be Crusher Joe's mother.

Whatever the relationship, the Dirty Pair remain two of the most popular characters in Japanese animation and it is likely that they will continue to appear in some form or another.



DIRTY PAIR EPISODE GUIDE

EPISODE #1

'We'll Teach You How to Kill a Computer''

Welcome to Damocles Tower, a sprawling, sparkling building that is home sweet home to over five thousand happy residents...not the least of whom are two certain female World Welfare Work Association (3WA) Trouble Consultants.

When "Brian," the tower's master computer, goes berserk the Dirty Pair are called upon to put things right (although at first they are thought to be pro wrestlers!). The girls soon devise a plan to warp a shuttlecraft into the computer's brain housing from a space terminal orbiting above using their space cruiser, the *Lovely Angel*, as a decoy. This, thankfully, works but not without the expected unexpected results.

EPISODE #2

'Do Lovely Angels Like Chest Hairs?''

After a brief series of incidents the owner of a fleet of star liners enlists the aid of the 3WA when his newest ship, the *Tenian*, is threatened with destruction on its maiden flight. Suspecting a rival company the Dirty Pair are sent in as "bodyguards" for the liner and soon find themselves in an unwanted (although temporary) partnership with another agent, Mr. Nova Greb.

Fortunately the culprits are swiftly weeded out and a bombing attempt is thwarted...but not before the *Tenian's* automatic control system is disrupted. Yuri, using her navigation skills, lands the liner in relative safety with the aid of Greb.

EPISODE #3

'Don't Fall in Love...Love is Russian Roulette''

Kei and Yuri take a working vacation to a popular resort planet to repossess a stolen gem from the keep of a big-time syndicate crime lord known as King. After landing the girls case a casino owned by King. In an attempt to lure his interest, Yuri throws a high-stakes card game in his favor and loses 30,000 of 3WA's credits in a matter of moments. Unfortunately Yuri's plan doesn't work. It does, however, attract a mysterious and handsome man named Sydney, who helps the two past King's security system. After much commotion they get away with the gem and soon discover Sydney's true colors.

EPISODE #4

'Pursuit Has the Smell of Cheesecake and Death''

Guillaume de Malatesta XIII is a cat, a pedigreed Persian. This feline is the subject of a highly successful top-secret government experiment involving heightened strength and perception, and has an almost unnatural appetite for cheesecake. As our story opens the creature has just escaped from its lab holding cell. A fat reward is offered for its return.

Enter Kei and Yuri. Enter the syndicate. Finally, enter Ran and Jerry, known as "The Elegance," two classy pro female wrestlers who presumably moonlight for the government on occasion. A hectic scramble ensues as they all search for the spoiled super-cat.

EPISODE #5

"Cleardos Dokkun Dokkun"

(Dokkun dokkun *is the Japanese sound effect for a heartbeat.)*

With the *Lovely Angel* unavailable, the Pair are flying a rental craft when they receive a sudden communication announcing their "execution." The ship is thrown about by a powerful force and a large unknown object is glimpsed. After this rattling incident, the girls fly on to the planet Popos to wind down. But it proves to be far from relaxing when they are attacked by flying battle mecha. The two manage to escape and fly off into space in the rented ship. They encounter the strange unknown force again and the large object is revealed as a gigantic space fortress. The brain behind all this is the unseen Dr. Cleardos -- an ex-convict taken into custody in a previous criminal case. Apparently freed, the doctor wants to take revenge upon the Dirty Pair.

Entering the huge station, Kei and Yuri booby-trap Nanmo with a self-destructing device and aim him for the central computer system of the fortress. The resulting blast destroys much of the station and takes the lives of all inside.

EPISODE #6
'Lot of Danger, Lot of Dummies"

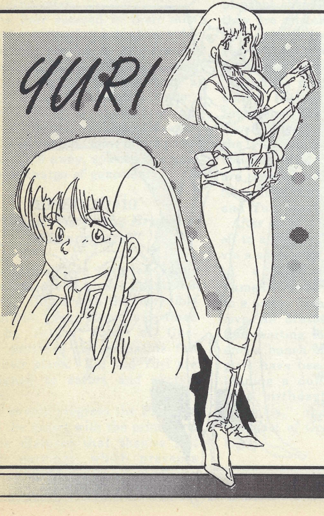
The *Lovely Angel* is now back in action and the Pair is recruited to convey a prism crystal to its proper destination. Things become difficult as a group of space pirates known as the Devil Syndicate want to get their hands on the prism as well.

Kei and Yuri run into the cutthroats and are shocked to discover that their leader, the roguish Kaiya, is one of Kei's old boyfriends. After a lot of space battle action the gals give the pirates what they want...sort of. The container box that held the prism is sent to the Devil fleet but the crystal has been removed and stored by the Pair. In its place the gals have left a nicely sized explosive. This little surprise package wipes out the fleet.

Things get tense again near the end, as a small misunderstanding between the Pair, the owner of the gem, and Gooley results in the impression that the prism was left inside the box with the bomb! Fortunately, things work out for the best.

EPISODE #7
'Love is Everything, Betting Their Lives on Escape"

An impressive wedding ceremony is underway as Crikey, the teenage son of resort magnate Gold Jeff, is led against his will to the altar by *seven* future brides (all hand-picked by his father). The mysterious and beautiful Joanka suddenly makes an appearance and kidnaps the lad. Upon receiving a ransom note Gold Jeff calls 3WA. All is not as it seems, for Crikey and Joanka are in love and are actually plotting to revenge themselves upon Crikey's scheming, dictatorial father by bilking him of a few cool billions.



STATISTICS

Planet of Birth	Yocha
Date of Birth	March 18, 2122
Age	19 Earth years
Height	168cm
Weight	55kg
Measurments	84cm-56cm-90cm
Hair	Black
Eyes	hazel
Blood Type	A+
Education	Planet Mezuil University
Code Name	Lovely Angel
Code Number	234k
Civil Service #	101161

Yuri is the least outward of the Dirty Pair, though she still is enraged when referred to by that name. Yuri displays more girlish attitudes than Kei, wearing dresses and spending time with her makeup and beauty creams.

Yuri is a crack shot and also quite skilled in unarmed combat.

Yuri is not seen dating as much as Kei, though she did have a childhood sweetheart, named Billy Galet.

Yuri freaquently reads the gossip magazines, and shares a different taste in music than Kei.

Yuri's favorite color is lime green.

In the meantime (in a decidedly odd story twist), the young lovers win an all expense-paid vacation to "fabulous" Grebus Island for being the umpteenth customers to enter a fast-food restaurant. They determine to make Grebus their pickup site.

Enter Kei and Yuri, whom have been hired to make the ransom drop. However, Gold Jeff has secretly installed a mind control device in the handle of the money case, which forces Joanka to proclaim that she only used Crikey to get the dough and has never truly cared for him. Fortunately, true love gives Joanka the strength to overcome the device's control and she flings away the case, money and all, and thus forces Gold Jeff's hand. It is revealed that Gold Jeff has known about the young couple all along and objects deeply to their relationship on the grounds that Joanka is his former employee and was once (he claims) a *man*. There is a brief skirmish, and Gold Jeff makes off with the star-crossed lovers.

The Pair, seeing Gold Jeff for the man he is, are furious at having been used and decide to come to the couple's aid. Alas, they arrive at Gold Jeff's base too late to save Joanka from being launched in a rocket on a fifty-year course through deep space. At sublight speeds, only a year or so will pass for her, but Crikey will grow old and grey.... The girls have no recourse other than to assist Crikey to takeoff after his beloved in a similar vessel. Filled with remorse for his wicked deeds and with the love of his son Gold Jeff breaks loose from the 3WA agents' grasp and launches *himself* after Crikey and Joanka in yet another projectile, leaving poor Kei and Yuri to wonder about the meaning of it all.

EPISODE #8

'Gotta Do It! Love is a Woman's Detonator"

Yuri receives a message from her childhood sweetheart, Billy Galet. It seems Billy is being held captive in a remote prison complex, Poison Building, and forced to work on a secret project. Kei and Yuri prepare to come to the rescue.

The Pair sneak into the prison and launch a devastating guerrilla attack. Kei plants explosive charges and prepares an escape vessel for the prisoners and Yuri sets out to free the prisoners -- all the while searching for Billy.

Kei finds out that poor Billy has long been dead and mercifully tells Yuri that Billy got away on the escape vessel saying that he would come back for her sometime on a future date. The Pair stay behind to deal with the remaining forces.

STATISTICS

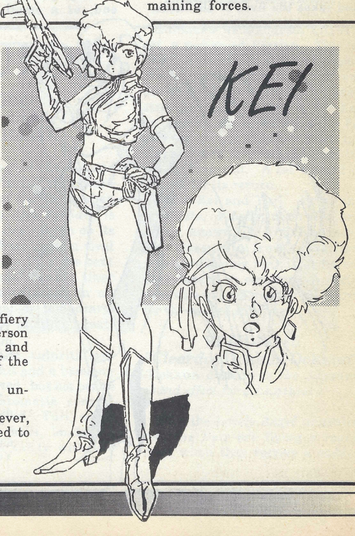
Planet of Birth	Niogi
Date of Birth	November 27, 2122
Age	19 Earth years
Height	171cm
Weight	57kg
Measurments	85cm-57cm-91cm
Hair	Red
Eyes	Brown
Blood Type	A+
Education	Planet Mezuil University
Code Name	Lovely Angel
Code Number	234k
Civil Service #	101761

Kei is the more outward of the Dirty Pair. Her fiery red hair matches her temper and woe betide the person whom faces her wrath. She is highly motivated and will often move forward, sometimes regardless of the consequences.

Kei is an expert shot and is highly skilled in unarmed combat.

Kei apparently dates a number of men. However, despite her evident charms, she has not managed to gain a steady relationsip.

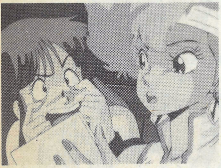
Kei's favorite food is cheesecake.



EPISODE #9

'Hire Us! It's Better to Get Good-Looking Bodyguards"

The planet Plastone is a world combining current technology with the lifestyle of the Old West. Plastone's criminal element is confused as two rival syndicates are fighting for control. The Pair are sent in to destroy both groups.



Disguising themselves as competing gunfighters (Kei wears the traditional cowboy outfit, while Yuri goes for the Clint Eastwood look) the gals split up and join the two syndicates.

The Pair succeed in their mission by destroying a large ore deposit that could have ensured the superiority of the group possessing it. As per Dirty Pair custom, a slight underestimation is made: in the resulting chain reaction, planet Plastone is reduced to rubble! Fortunately, most of the population gets away, sparing the Pair from a charge of genocide.

EPISODE #10

'What! We're the Brutal Kidnappers?"

Assassins have targeted young Prince Heace of planet Caspia for death. Gifted with the incredible IQ of 250, young Heace is destined to be future ruler of Caspia...provided the assassins fail in their plans. Kei and Yuri are assigned to escort and protect him.

As events progress the Pair flee into the desert with the prince and there discover that they've lost their earrings, which prevents them from contacting Mughi and Nanmo aboard *Lovely Angel*. Battles break out between the three, the police, an assassin, and some of the prince's subjects. Whew!

By the time it's over, all involved except the prince are tossed into the prison. The Pair are accused of his kidnapping! -- but they have by now recovered their earrings and as they beep and flash, the *Lovely Angel* hovers overhead....

EPISODE #11

'Ho Ho Ho, Dresses and Men are Better New"

Things go badly for the Pair in this episode. It starts out well as they finally get some vacation time and a chance to date some neglected boyfriends. However, it seems that all the boys have previous obligations! They decide to spend the time together visiting a pleasant shopping mall, but there they are mistaken for two criminals-at-large by the police! The Pair end up running into the real criminals later.

To make matters worse, a bunch of little kids are amusing themselves by playing around *Lovely Angel*. Chased by the cops the Pair are forced to take the children inside. Of course, they are charged with kidnapping...not to mention that the kids drive Kei and Yuri crazy.

After all is settled the girls blast off to a homely little world where, via a short note and personal photo, a handsome young man named Francis has invited them to a party. But when the Pair arrive, all dressed up, what they find waiting for them is Gooley and a bunch of old fogeys. The girls have been tricked into attending a dull dinner for Gooley's birthday! The photo of "Francis," incidentally, is a snapshot of Gooley taken in college.

EPISODE #12

'The Little Dictator! The Curse of the Touchy Secret"

A genetically mutated mouse named Algernon is the newest form of security system developed by 3WA scientists. Possessed of increased intelligence and the ability to speak, this little fellow has unfortunately escaped and must be recaptured.

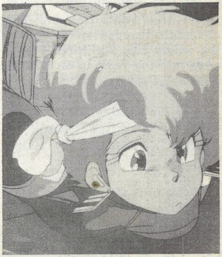
Algernon and his love, Chitchi have made other plans. The two plan galactic conquest using the 3WA building as their base of operations. Aided by millions of their fellow rodents, they seem unstoppable and all Kei and Yuri can say is, "Aw, rats!"

Fortunately, the scientists develop a chemical to reverse the development of the rodents' intelligence. It works on Chitchi. Algernon, crushed by his loss, commits suicide by jumping from the window of an upper floor.

EPISODE #13

'What's This?! Our Fair Skin is Getting Dolon Dolon "[slimey]

Last episode involved ridding the city of small problems; this episode involves things much bigger. Huge monsters resembling slugs have invaded the city sewer systems and are munch-



ing on various things, including sewer workers.

The Pair are assigned to handle the problem, much to the delight of the Damocles Tower superintendent. This fellow has carried a strong grudge against the girls since they bent his building back in Episode 1. Now he would like nothing better than for Kei and Yuri to meet their premature end. After several unsuccessful solutions the Pair decide to put the creatures into deep freeze. Despite the appearance of the enormous Mother Slug, this is accomplished.

EPISODE #14

'The Vault or the Election? The Convention Hides the Killer"

The mysterious Pandora Vault, located inside 3WA HQ, is the next hit planned for Phil, an expert vault breaker. A transvestite, Phil enters the vault by disguising himself as a female employee.

The Pair are aware of his plans and arrive on the scene. Kei, trapping Phil inside the vault, is unfortunately locked inside with him. The two learn firsthand why the vault is called Pandora: as its computer-controlled defense system senses intruders, the air is pumped full of hallucinogens! Meanwhile, Yuri and Nanmo try to free Kei and Phil and simultaneously defuse a bomb that Phil has placed on Pandora's entrance.

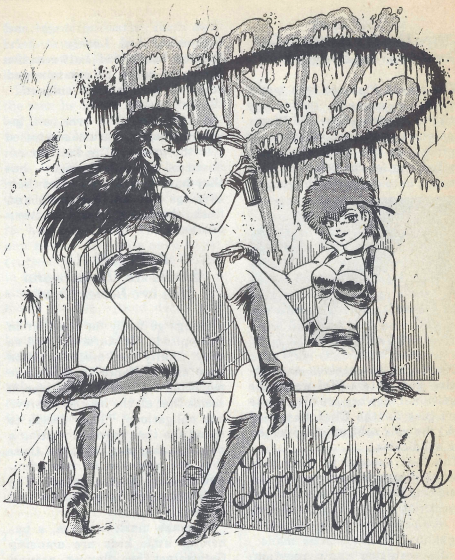
After this trial, Kei and Yuri take their revenge on the politician Gilda, who had hired Phil to break into the vault in an attempt to discredit 3WA.

EPISODE #15

'Dig Here Nyan Nyan, *The Reward Comes in the Very End"*

*(*Nyan nyan *is the Japanese sound effect for a cat.)*

Kei and Yuri encounter an old man, Joe, an Indiana Jones-type



The Dirty Pair © & TM 1988 Harka Tachiho/Adam Warren & Toren Smith

When the infamous Dirty Pair hit these shores in October, they'll be looking a little different to anime fans.

The mini-series, scripted by Toren Smith and Adam Warren, and drawn by Adam Warren, will feature brand-new character designs and costumes for Kei and Yuri. "Sunrise was very supportive of our plan to publish a *Dirty Pair comic,* but we decided at the last minute that both of our needs would be better served if Studio Proteus came up with original designs," said David Lewis of Studio Proteus. "Adam Warren came up with several designs based on the descriptions as given in the original novels, and Takachiho (the writer) chose his favorites."

The four-issue mini-series will pit the Dirty Pair against an unscrupulous manufacturer of biochemical warfare agents, in an effort to recover the kidnapped computer-encoded personality construct of the manufacturer's main business rival. In the process, they have to battle genetically-engineered "warbeasts", military assault androids, and unexpectedly, themselves. . .

If the mini-series is well received, Warren and Smith intend to continue the series. "I'm looking forward to getting the Dirty Pair into more trouble than they ever dreamed of," says Adam with a smile. Publication will be handled by Eclipse Comics, once the necessary contracts are signed.

adventurer with a taste for roses and garlic. He seeks a vast fortune hidden away in an ancient Temple of Doom. The Pair go along on the hunt.

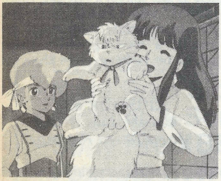
All kinds of traps await them within the place, as well as Miss Clementine, who wants to gain the treasure any way she can.

The three find no treasure per se but Joe retrieves some old parchment which is worth a lot more than it appears to. He collects a cool 170 million credits which he chooses not to tell the Pair about. Naturally, this ticks them off. But he makes up for it in the end by sending them a truck filled waist-high with roses. Kei and Yuri are content.

EPISODE #16
'Leave It to Us! The WWWA is a Wonderful Job"

Seventeen-year-old Sakurako is head of the Yorozya Conglomerate. Her position can be likened to that of a royal princess, since at this time corporations act something like monarchies. The childish Sakurako is targeted for assassination by a rival corporation. Enter Kei and Yuri as her bodyguards.

This job proves less than easy.



Sakurako decides she needs no protection and runs off, leaving a big "BYE BYE" note scrawled on her mirror. Kei must take on the role of Sakurako to keep the bad guys from realizing that Sakurako is 1) gone, and 2) unprotected. Yuri goes off in pursuit of the girl.

Yuri and Sakurako encounter all kinds of villains; snipers, fighter planes, motorcycle hoodlums. Their survival is critical -- otherwise Kei will have to assume Sakurako's role for the rest of her life!

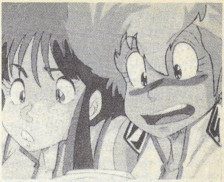
EPISODE #17
'Come Out, Come Out, Assassin!"

One fearsome, stormy night somewhere in Elenore City a 3WA agent is murdered in an almost forgotten alleyway. When his body is later found by authorities there is no doubt that his executioner was the infamous superspy known as Sanderrick. It is believed that Sanderrick has booked a flight on the star liner *Babel 107*, but finding him may prove difficult as none of the handful of passengers are quite what they seem, Kei and Yuri notwithstanding. Kei poses as a nun on sabbatical, while Yuri goes undercover as a stewardess.

Events move quickly. One of the passengers steals the ship's emergency shuttle; Kei and Yuri discover the flight crew murdered; and worst of all, the navigational computer has been rigged to send the ship plunging into a black hole. To further complicate matters, the stolen shuttle explodes only a few parsecs away.

EPISODE #18
'Excuse Us, the Running Trouble, Violent Breakthroughs"

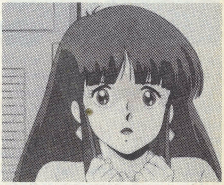
The Pair travel to the planet Slum (no kidding), where they've been hired to capture and transport a young confidence artist named B.J. under protective custody to Slum's police headquarters. While mysteriously being hunted by gangsters and police alike, Kei and Yuri discover that the head of the criminal organization is none other than the police commissioner himself!



It's a no-holds-barred fight for survival as the Angels must capture their quarry and bring him in one piece to HQ in time for the hearing!

EPISODE #19
'Let Love Dispel the Returned Hatreds and the Hatred of Love"

As the story opens the Angels complete a successful sabotage run on a large munitions plant operated by Gillos, commander of a mercenary outfit. A swift chase culminates in a climactic aerial battle. Gillos' fighter is shot down and the girls' fighter engine shorts out during a high dive. Kei and Yuri escape death by employing their flight packs but in true Dirty Pair style, their plummeting fighter crashes into the dining room of a seaside manor. Tragically, one fatality results from this terrible event -- the girlfriend of the manor's young lord, a lovely, winsome, granite statue which wore a blonde wig and a blue dress. It seams that Lord Leamon is allergic to real women and becomes catatonic if



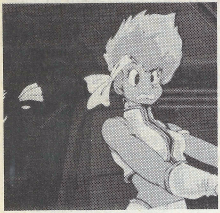
even touched, in any way, by one.

At any rate, 3WA soon thereafter sends the girls to apologize and to offer their services in exchange for the damage. Little does anyone know that Gillos has survived the crash. He stakes out the manor from a battle sub somewhere off shore and slowly moves in....

EPISODE #20
'The Pursuit of Blues is the BGM [Background Music] of Murder"

In a dramatic change-of-pace episode, Kei and Yuri voyage to the volcanic planet Saradin to track down a killer known only as Blues. They soon meet with resistance in their efforts when they come to blows with a biker gang in a saloon. At first, it seems the Pair is vastly outnumbered...until a mysterious and valiant stranger comes to their aid, Blues.

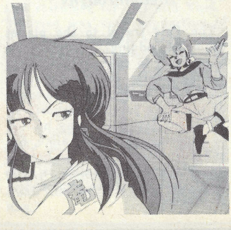
He reluctantly surrenders himself to the two (Kei handcuffing herself to him) but warns them that he will not leave the planet until he has carried out his mission: to avenge the death of his mother. Saradin, it seems, is the base of operations of the Colonel Sanders-esque Melpott, known as "The Ice Cream King," founder and chief executive officer of the galaxy's largest premium ice cream factory. Once a year his company sponsors a beauty pageant, "The Creamy Gal," to select its next spokesperson and poster girl. Many years ago, Blues' mother Jan was a Creamy Gal. While fending off Melpott's amorous advances she was "accidentally" hurled into a lake of molten lava.

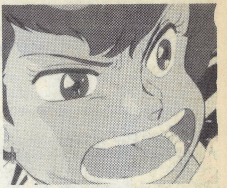


Blues intends the same fate for Melpott. He intends to heave him into the lava lake from the monorail he currently uses as a publicity tour for the pageant. On top of this, Blues informs the Pair that the insidious Melpott is planning a major insurance swindle, plotting to destroy a company-owned hotel by causing the eruption of a volcano.

EPISODE #21
'You're Kidding! 463 People Disappear"

The first half of the only two-part show in the series begins with a mystery. A passenger star cruiser has landed on schedule at Elenore City Starport but the control center can't seem to hail the pilot or crew. An emergency team sent to investigate finds the cruiser completely empty of all passengers and flight crew; it was apparently landed by remote control. But how? By whom? And what happened to all the people? Eddy Ross, an accident inspector for the travel company that chartered the cruiser, calls in the Pair to aid his investigation. Their efforts are hampered by Eddy's ex-wife, Shannon, who is desperately conducting her own search -- one of the missing passengers happened to be the Ross' five-year-old daughter! Meanwhile, Yuri meets Arthur, the Ross' twelve-year-old son, and forms a warm, big-sisterly friendship with him. Kei displays a pronounced *appetite* for cute, innocent, young boys!





EPISODE #22
'We Did It! 463 People Reappear"

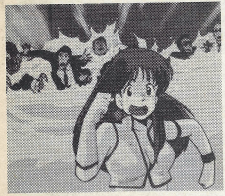
At last episode's end it was learned that the cruiser passengers had been taken hostage, for ransom, by Crocker, a disgruntled ex-business partner of Eddy Ross. Still unknown is how the capture was accomplished and where the passengers are now being held. Aided by Arthur and Mughi the Pair and Shannon set out to find the missing. The first stop is the planet's orbiting space station, where Eddy Ross has gone to negotiate the ransom demands, a meeting which turns out to be nothing more than an ambush.

EPISODE #23
'Uncertainty...? Our Magnificent Revenge"

In a near-catastrophic encounter at a maximum security condominium the Pair fail in their efforts to trap Mahogany, a balding, obese narcotics supplier and entrepreneur with heavy underworld connections, who has somehow maintained a clean slate with the authorities.

Kei and Yuri accidentally become separated after a melee with

Mahogany's private security force. Yuri is wounded in her right arm, bleeds profusely, and quickly loses consciousness. She wakes in the care of a handsome blond stranger named Daniel, a man who has reasons of his own to oppose the infamous Mahogany.



Yuri and Daniel reunite with Kei and set up a scam; Yuri poses as an Asian princess who must sell her estate and holdings for tax reasons, while Kei reveals herself to be a veritable master of disguise. She poses as a bartender, a newscaster and a stockbroker, all male, in order to convince Mahogany to invest his entire ill-gotten fortune in a fictitious asteroid gold mine. This almost works but at the last moment Daniel becomes greedy and double-crosses the girls, trying to make off with all of the money. He doesn't succeed but even so, Daniel takes it all in stride.

EPISODE #24
"Are You Serious? The Apartment is a Dangerous Address"

It's another dark and stormy night as the Dirty Pair pose as new tenants in a luxury condominium in order to investigate the brutal murders of several female residents. Things soon get interesting as, one by one, a group of salesmen show up at the Lovely Angels' door, peddling their wares...and one of them is the killer.

EPISODE #25
(Special Video)
'What?! The Boy in the Mansion is a Terminator!"

Someone is out to ruin the Elenore City Bank (and secondarily, the economy) by flooding the money supply with counterfeit credit bills. The chief suspect is Jobs Garu, a retired master forger who now runs an inn on scenic Tamaru Island with his wife, Milenu.

Gooley is reluctant to assign the Pair to this case but his right hand man, Calico, intercedes on the girls' behalf and persuades him they're the ones for the job. Gooley relents and tries to contact the two but it seems only Kei is available. Yuri is out on a particularly unsuccessful date. Gooley decided to provide Kei with a temporary partner -- Calico.

It turns out that Calico in action is more trigger-happy and casually

LASERDISCS

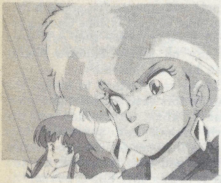
- Import & **Anime**
- All available Domestic & European Titles !
- Laserdisc & Machine Rentals
- Night Drop Slot
- **Pioneer & Sony Laser Players**
- **Sony Pro XBR Monitors**
- **Fosgate Surround Sound Processors**

LASER PERCEPTIONS

3300 Judah st.
San Francisco, CA 94122
Mon. - Sat. 11am- 9pm
Sun 11am - 7pm

Wholesale FAX (415) 564 - 3821
Retail & Mail Order (415) 753 - 2016
VISA & MasterCard Accepted

destructive than both Kei and Yuri combined and his recklessness quickly gets him and Kei involved in a fire-fight with the island's automated security. They are soon captured and immobilized. Kei learns that the motivation behind Garu's actions is vengeance; Garu's son Max died in an accident while being hounded by the bank's overly zealous collection agents.



Meanwhile, Yuri has ditched her beau and returned home where she receives a frantic call from Gooley. She sets out for the "odd couple." Once at the island Yuri has no trouble entering the inn undetected until she meets up with...Max Garu? A scuffle and a few rounds of ammunition prove that her assailant is not a member of the undead, but rather an android.

After much mayhem the Pair determine that the actions of Jobs and Milenu Garu against the Elenore City Bank were justified and that the Garus meant no harm to anyone else. They persuade (read: blackmail) Calico to allow the elderly couple to escape.

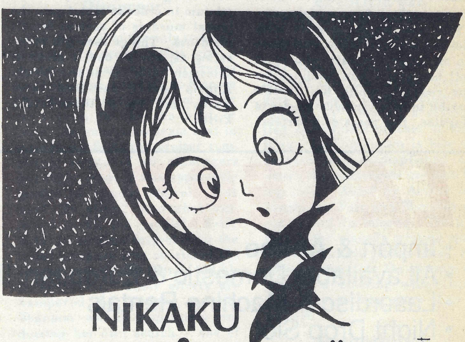
EPISODE 26
(Special Video)
'Seriously? The God Cannon is a Beauty's Keyword to Escape"

A 3WA weapons research facility has been constructed within what is considered a dormant volcano. While on a routine inspection tour of the new mountain institute, Gooley brutally discovers firsthand that the facility has been seized by the insanely ambitious security chief Captain Marcus. Gooley is immediately taken prisoner and held for ransom. The terms: one hundred-billion credits in 24 hours or Marcus will kill Gooley and wreak untold destruction upon Elenore City with the institute's most terrible weapon, the God Cannon.

Kei and Yuri learn of this and are ready to dash to the rescue but shockingly, they find themselves forbidden to take any action whatsoever! They protest and threaten action anyway, upon which they are stripped of their agent status and their ship and weapons are confiscated. With great determination and skill (and a certain amount of immodesty on Kei's part) the Pair proceed to infiltrate the institute, find Gooley and vanquish the mad Captain Marcus!

...Well, not quite. It seems that in his last moments of consciousness Marcus sealed off all available exits and initiated the self-destruction of the institute's reactors, which by itself wouldn't have caused that much damage, but...there's this volcano, and....

By Jeff Blend, Yug, Henry Jerng,
Aaron Reed, Edith De Golyer
Edited by Toshi Yoshida



NIKAKU
animart

posters · cd's · books · mooks
cassette tapes · idol cards
+ other Japanimation items

(408) 971·2822
615 N. 6th St. SAN JOSE, CA. 95112

send stamp for free list

ANIME JA NAI

(It's Not Just Animation)

A Continuing Series on the World Behind the Screen
by
Trish Ledoux

One of the many substantial differences between Japanese and American animation is the music -- both the quantity and the quality. Virtually every animation show produced for Japanese audiences contains an original soundtrack, a far cry from the "canned" sound tracks so prevalent in American animation. Music can play a key part in the story, as seen in the summer of 1984 release, *Macross: Do You Remember Love?* This immensely popular film features the battle between humans in Earth's far-flung future and the alien Zentraedi. The final outcome of the war pivots upon an otherwise insignificant discovery...a love song, written in the distant past.

Original soundtracks aren't limited to animation. Most record stores carry a large selection of soundtracks from drama, action/adventure and children's shows. Besides the obvious merchandising tie-in, why are original soundtracks so popular?

"Music catches the mood of the story," says Dana Fong, *Animag* staff member. He feels that (animation) music in Japan is superior to that of its American counterparts because there is a concern for matching the story to the music for the "true-to-life feel" that is so important in Japanese animation.

One exception to the American average has always been Disney animation films. Many songs from Disney productions are inseparable parts of the American cultural experience. A more recent

Many animation soundtracks are performed by young, unknown singers that record one hit then disappear (the phenomenon of the "idol" singer will be covered in this column next issue). There are soundtracks performed by mainstream recording successes, of course; the soundtrack to *Wings of Oneamis* (covered in the last issue of *Animag*) was composed by Ryuichi Sakamoto, who recently won an Academy Award for his work on *The Last Emperor.*

Animation soundtracks come in different forms.

Image Albums -- music not used in the feature; composed to create a certain mood or sense of identification with a feature's theme

Digital Trips -- composed entirely with synthesizers

Symphonic Suites -- feature full orchestra sound

The following is by no means intended to be an exhaustive survey of animation soundtracks -- consider it instead a short list of tried-and-true favorites.

Adieu Galaxy Express 999
Birth
Gundam Singles History
Final Yamato
Laputa
Macross Song Collection
Megazone 23
Nausicaa
Windaria
Wings of Oneamis

And don't forget the image albums for these popular stories:

Area 88, Fire of the Unicorn
Five Star Stories
Megazone 23, Four Spirits
Nausicaa

NEXT ISSUE: Everyone has a favorite animation character that they just can't get enough of. *Animag* will take a look at favorite characters as reported by our readers via last issue's questionnaire.

WINNERS! WINNERS!

Congradulation to the winners of our first Animag give away. Each winner will recieve an original Yoshiyuki Sadamoto sketch from either Wings of Onneamis, or Sadamoto's latest project R20:Galactic Airport.

Tom Miller, Ray A. Ochoa, Clinton Lum

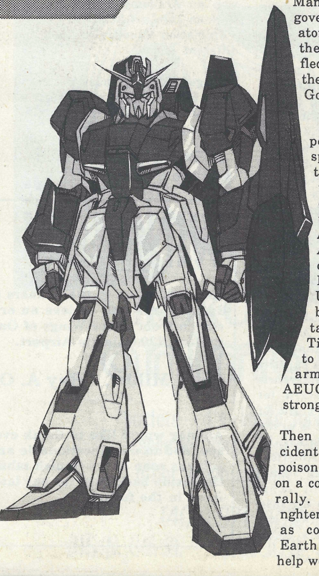
Animag would like to thank everyone who wrote in and responded to our questionarie and will be publishing the results as soon as we finnish tabulating all your answers. See the inside back page for our latest give away, and watch for more in the future.

MOBILE SUIT Z GUNDAM

Zeta Gundam
The Story Thus Far

In the year U.C. 0070 (Universal Century), a year long war known as the One Year War between Earth and the space colonies was fought. During the conflict much of humanity was killed off.

After the war, Earth and the colonies began to rebuild. But the Earth government, known as the Union, equated Space colony independence with rebellion. Earth felt it should control the colonies to prevent any future conflicts, thus harsh economic restrictions were placed on the colonies to prevent any independence.

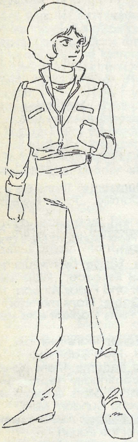


Many people felt the Earth government was wrong. Senator Blex Fora a senator of the Union believed so, and fled to the colonies to found the AEUG (Ant-Earth Union Government).

Blex's beliefs in independence for the colonies spread, and Earth industrialists who had lost money due to restrictions on the colonies, began to take interest in the AEUG. Fearing the AEUG would gain financial backing from Earth's private sector, the Union created a special branch of the Earth Military Forces, know as the Titans. The Titans were to be Earths strong right arm, and would stop the AEUG form becoming any stronger.

Then came the "30 bunch" incident where the Titans, using poison gas killed 30,000 people on a colony during a pro AEUG rally. This massacre strenghtened the AEUG's support , as colony sympathizers on Earth formed the Kalaba, to help work with the AEUG.

During this time, both Titans and the AEUG continued research into mobile suits. It was on a reconnaissance mission by Captain Quattro Bagina that the Titans and the AEUG first clashed.



Civilian Camille Vidan helped AEUG to steal the three prototype Gundam MKII mobile suits form the Titan's base on the Green Noah 2 coloy. During the conflict, both of Camilles's parents were killed.

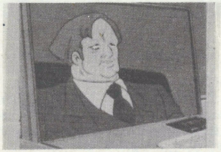
After meeting with top AEUG officials, the cruiser Ahgama is ordered to assist in the Jaburo Operation, an attack on the EMF's main headquarters. After completing the mission, the pilots who took place in the operation return back to the safety of space. Camille Vidan and Quattro Bagina remain behind on Earth working with Amuro Rey, hero of the One Year War, and the Kalaba in their efforts to stop the Titan's.

NEW CHARACTERS

Profiles of the new characters introduced in these Episodes. Earlier characters were profiled in the first part of this article in Animag #1

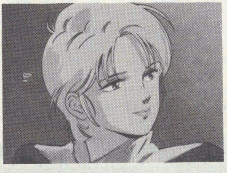
Melani Hugh Carbine

Carbine lives and works on the moon and at Side 2 is a chief executive of Anahiem Electronics, a builder of mobile suits for both AEUG and the Earth federal military. He is also the number-one supporter among the businessmen that back the AEUG.
(Episodes #25, 30)



Four Murasame

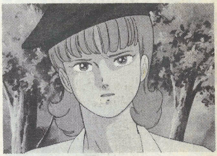
This 17 year-old girl was the fourth subject to undergo the "New Man" process at the Murasame Institute in Japan ("New Man" is an attempt to induce artificial Newtype powers in persons born without them). By coupling this process with loyalty conditioning, the Earth federal military and the Titans hope to obtain a private force of super-soldiers. Four is the power source behind the giant Psycho Gundam. She battles the Mk-II above the streets of Hong Kong, amid the night life below, not knowing she has fallen in love with its pilot.



Four's hatred of what she has become (the Murasame process is unstable and has a side effect of complete memory loss) and her love for Camille fuel a see-saw struggle to be free. She is willowy and exotic in appearance and has a childlike innocence backed by immense power. Four is the *Zeta Gundam* incarnation of Lala Sun and unfortunately, her fate will be just as tragic. (Episodes #17-20)

Sara Zabiarov

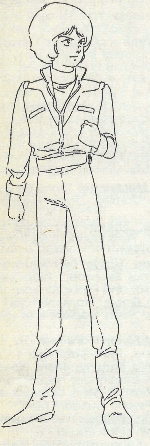
Orphaned during the One-Year War, Sara Zabiarov is looking for a cause and a person to give her life to. The *Gripus* Research Center gave her the Titans; Paptimus Scirocco gave her his affection. Sara serves him faithfully regardless of his motives. Repeated meetings with Katsu and Camille are beginning to pull her "soul" away from Scirocco...but her love for him will not let her admit divided loyalties. (Episodes #21-25, 27, 28)



Maure Faroh

This resourceful young woman first appears at the end of the Jaburo operation, helping Jerid escape the base's destruction. Recognizing Jerid's talent, she stays with him, hoping to improve his skills, and eventually become his girlfriend.

During this time, both Titans and the AEUG continued research into mobile suits. It was on a reconnaissance mission by Captain Quattro Bagina that the Titans and the AEUG first clashed.



Civilian Camille Vidan helped AEUG to steal the three prototype Gundam MKII mobile suits form the Titan's base on the Green Noah 2 coloy. During the conflict, both of Camilles's parents were killed.

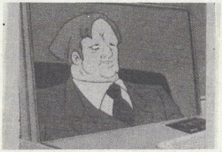
After meeting with top AEUG officials, the cruiser Ahgama is ordered to assist in the Jaburo Operation, an attack on the EMF's main headquarters. After completing the mission, the pilots who took place in the operation return back to the safety of space. Camille Vidan and Quattro Bagina remain behind on Earth working with Amuro Rey, hero of the One Year War, and the Kalaba in their efforts to stop the Titan's.

NEW CHARACTERS

Profiles of the new characters introduced in these Episodes. Earlier characters were profiled in the first part of this article in Animag #1

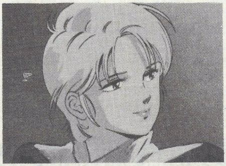
Melani Hugh Carbine

Carbine lives and works on the moon and at Side 2 is a chief executive of Anahiem Electronics, a builder of mobile suits for both AEUG and the Earth federal military. He is also the number-one supporter among the businessmen that back the AEUG. (Episodes #25, 30)



Four Murasame

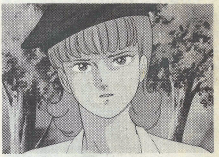
This 17 year-old girl was the fourth subject to undergo the "New Man" process at the Murasame Institute in Japan ("New Man" is an attempt to induce artificial Newtype powers in persons born without them). By coupling this process with loyalty conditioning, the Earth federal military and the Titans hope to obtain a private force of super-soldiers. Four is the power source behind the giant Psycho Gundam. She battles the Mk-II above the streets of Hong Kong, amid the night life below, not knowing she has fallen in love with its pilot.



Four's hatred of what she has become (the Murasame process is unstable and has a side effect of complete memory loss) and her love for Camille fuel a see-saw struggle to be free. She is willowy and exotic in appearance and has a childlike innocence backed by immense power. Four is the *Zeta Gundam* incarnation of Lala Sun and unfortunately, her fate will be just as tragic. (Episodes #17-20)

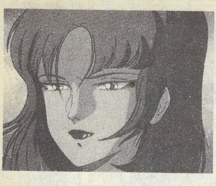
Sara Zabiarov

Orphaned during the One-Year War, Sara Zabiarov is looking for a cause and a person to give her life to. The *Gripus* Research Center gave her the Titans; Paptimus Scirocco gave her his affection. Sara serves him faithfully regardless of his motives. Repeated meetings with Katsu and Camille are beginning to pull her "soul" away from Scirocco...but her love for him will not let her admit divided loyalties. (Episodes #21-25, 27, 28)



Maure Faroh

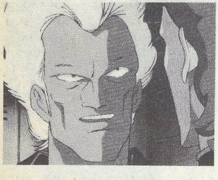
This resourceful young woman first appears at the end of the Jaburo operation, helping Jerid escape the base's destruction. Recognizing Jerid's talent, she stays with him, hoping to improve his skills, and eventually become his girlfriend.



Much of Maure's talent as an M.S. pilot is due to her high New Type potential (though she doesn't manifest any of the attributes). Recognizing this Paptimus Scirocco offered her a place at his side in the growing struggle for Earth. Choosing to stay with Jerid, Maure dies defending him, but her communication from beyond death inspires him to fight on to the Titan's bitter end. (Episode #12, 21-24, 27,29,30)

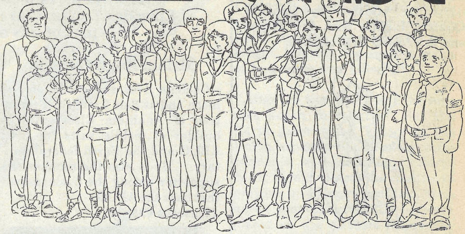
Yazan Gable

Though not a new type, Yazan's animal instincts and reaction make him a match for any pilot in the AUEG and superior to most of them. He has loyalty to no-one,



but the love of battle keeps him with the titans. The ruthless qualities fo this "Lone -Wolf" causes Sirocco to choose him for the Dogath Gia crew. After causing the death of several major characters in the final battle of the series, Yazan disappears, only to reappear in the sequel show *Gundam Double Zeta*. Episodes (24-27,29,30)

THE CAST



Camille Vidan: Main character. AEUG member. Newtype (powerful). Pilot of Zeta Gundam.

Char Aznable: AEUG leader after Blex Forra's death. Pilots Hyaku-Shiki.

Amuro Ray: Kalaba Member. Newtype. Pilot of the original Gundam. Now pilot of the Dijeh.

Bright Noah - AEUG member. Captain of the *Ahgama*.

Jerid Mesa: Titans member. Camille's rival. Pilots Hi-Zack, Gabaldy Beta, Marasai, Gabthley, Byalant, and finally the Baund Doc.

Haman Kahn: Axis leader. Powerful Newtype. Pilots the Qubeley.

Paptimus Scirocco: Captain of the *Jupitoris*. Left Titans to work for himself. Powerful Newtype. Pilots Messala and The O.

Fa Yuri: AEUG member. Grew up with Camille. Pilots Methuss.

Four Murasame: Titans Bio-soldier. Loves Camille. Pilots Psycho Gundam.

Emma Sheen: Left Titans to join AEUG. Pilots Gundam Mk-II and Super Gundam.

Reccoa Londo: Left AEUG to join Paptimus Scirocco. Pilots Methuss, Messala, and Pallas Athena.

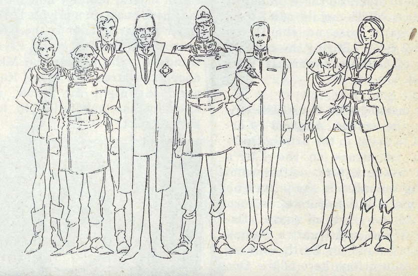
Yazan Gable: Titans member. Sociopath. Pilots Gaplant and Hambrabi.

Maure Faroh: Titans member. Jerid's girlfriend. Pilots Gabthley.

Rosamia Badame: Titans Bio-soldier. Titans continually reprogram her personality. pilots Gaplant, Baund Doc, Psycho Gundam Mk-II.

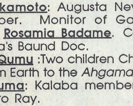
Henken Bekner: AEUG member. Captain of the *Radish*.

Katsu Kobayashi: AEUG member. Newtype. Loves Sara Zabiarov. She pilots the G-Defensor

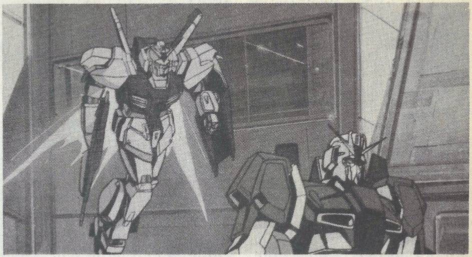


GUNDAM CHARACTER GLOSSARY AND DATA SHEET

Sara Zabiarov: Left Titans to follow Scirocco. Newtype. Pilots the Marasai, Messala, and the Bolinoak Sammahn.
Mineva Zabi: Figure-Head leader of Axis. Daughter of Dozuru Zabi.
Braun Brutak: Federal Forces member. Captain of the *Sudori* and pilots the Asshimar.
Lyla Mira Lyla: Federal Forces member. Pilots the Gabaldy Beta.
Capricorn Kakura: Titans member. Pilots the Hi-Zack and Marasai.
Won Li:Anaheim Electronics Representative. AEUG sponsor. Pilots a Jr. Mobile Suit.
Hayato Kobayashi: Kalaba member. Captain of the *Audomura*.
Gaits Kappa: Titans Bio-soldier. On loan from Augusta Newtype to control Rosamia. Pilots Baund Doc.
Jamitov Hyman: Leader of the Titans.
Basque Om: Titans Member. Captain of the *Dogoth Gear.*
Jamaican Daningan: Titans member. Captain of the *Alexandria.*
Namikar Cornell: Titans member. Monitor of Four Murasame.
Ben Wooder: Titans member. Becomes the captain of the *Sudori* after Brutak dies.
Roland Nakamoto: Augusta Newtype member. Monitor of Gaits Kappa and **Rosamia Badame**. Copilots Kappa's Baund Doc.
Shinta and **Qumu** :Two children Char brought from Earth to the *Ahgama.*
Belotica Iruma: Kalaba member. Loves Amuro Ray.
Dankle Cooper and **Ramses Hassa:** Titans members. Yazan's wingmen. Both pilot Hambrabis
Apori and **Roberto** : AEUG members. Char's Rick Dias wingmen.
Astonage Medosa : AEUG member. Chief mobile suit mechanic on the *Ahgama.*
Melani Hugh Carbine: Chief Representative of Anaheim Electronics. Thought up Zeta Gundam's color scheme.
Mirai, Hassaway, Chumin Noah: Bright's wife, son, daughter respectively.
Sayla Mass :Char Aznable's sister.
Haro : A spherical robot 40 centimeters in diameter originally built by Amuro then found by Camille in a junkyard.



EPISODES 16-25



EPISODE #16
"Through the White Mist"

Aboard the *Sudori,* Braun Brutak receives orders to let the *Audomura* continue across the Pacific Ocean so the Titans can capture it. He alters the orders and informs the Murasame Newtype Research Institute (NRI) to watch the Titans in New Guinea.

Belotica prepares to lead the *Audomura* to Hickory Shuttle Launch Base in order to get at least Camille and Quattro back into space. She successfully convinces Amuro to pilot and fight in a mobile suit. In a conversation with Quattro, Amuro asks him to leave a mobile suit. Quattro tells Amuro that none of the mobile suits can be spared and asks him to join him in the final battle against the Titans in space. Amuro replies, "I can't. I'm afraid of weightlessness." Quattro retorts, "You're just afraid to meet Lala. You know it's impossible to see a dead person but somewhere inside, you believe it will happen. That's why you're afraid." Amuro denies this but Quattro keeps going. "There are duties for living people that become the goodwill towards the dead." Amuro tells Quattro to shut up. They both fall silent as the two remember the scene where Amuro killed Lala.

On the bridge of the *Audomura,* Hayato and the crew make preparations for the approach to Hickory. They intend to approach by taking advantage of the thick mist. Belotica, Amuro, Quattro, Camille and Katsu launch from the *Audomura.* After the group launches the *Audomura* is attacked by Braun Brutak's mobile suit force. Amuro, being the first to notice, goes back to engage the enemy by himself. Camille senses that something is wrong and turns back to aid Amuro defend the *Audomura*. Katsu is dropped off at the shuttle by Amuro and says to him and Quattro, "I'm going to protect the shuttle! You have a lot of things that need to be done in space." The shuttle launches successfully with Camille and Amuro's defense.

In the course of the battle Amuro kills Braun Brutak.

Since Camille didn't make it back to the shuttle in time, he decides to fight with Amuro and the Kalaba until the next chance to return to space.

On board the *Audomura*, Hayato receives a message from ex-*White Base* member Kai Siden as well as a message from Hickory saying that they have to leave the North American continent.

EPISODE #17
"Hong Kong City"

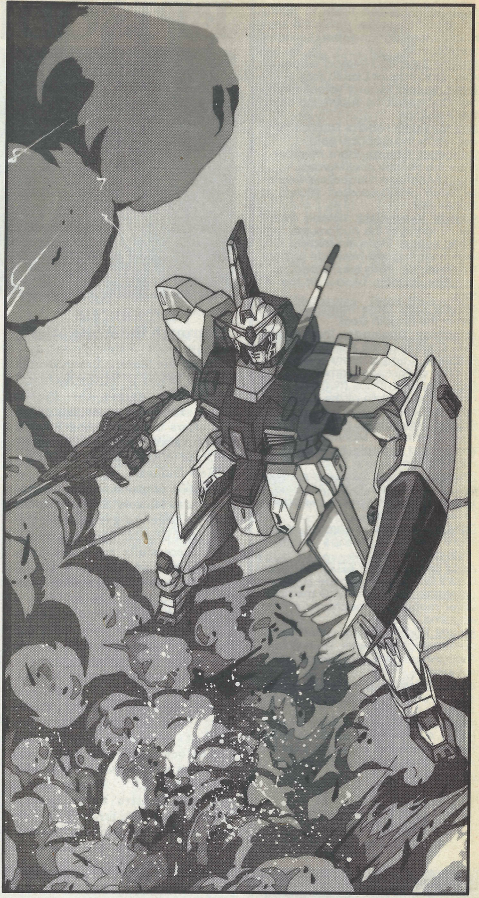
Ben Wooder, now in command of the Sudori, sends orders to the Murasame N.R.I. to provide more reinforcements for the attack against the *Audomura*. The *Sudori* receives several Hi-Zacks from the Titan base.

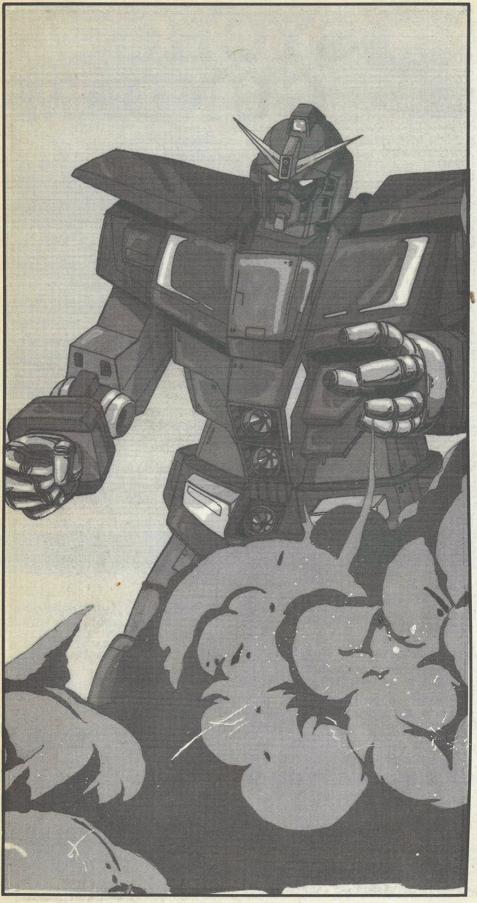
The *Audomura,* in need of fuel and supplies, decides to head toward New Hong Kong to get help from the Luo Corporation. Afterwards the Audomura plans to attack the Titan base in New Guinea. If the attack on the base succeeds, Camille may be able to get on a shuttle and return to space from there.

At the *Sudori*, Namikar Cornell and pilot Four Murasame arrive with the oversized mobile suit, Psycho Gundam. Wooder complains that the huge size of the Psycho Gundam will probably prevent it from fitting into the bay of the Sudori. Four asks to be allowed some personal time after her mission is complete, which Wooder grants.

In New Hong Kong the *Audomura* arrives. Amuro and Belotica visit the Luo Corporation where they meet Mirai Noah and her two children, Hasaway and Chumin. Mirai is trying to secure a ticket to the colonies for herself and her children because she wishes them to grow up in space. The office is crowded but Amuro makes his way to the front, asking to see Luo Wumin, the contact for Kalaba. The employee is shocked to hear the name of the owner of Luo Corporation. Amuro is suddenly surrounded and attacked without warning by several men in black. Amuro fights them and is captured while Mirai and the others escape.

The *Audomura* spots the Psycho Gundam approaching New Hong Kong and sends Camille in the Mk-II to intercept. The Psycho Gundam fires upon the enemy suit using mega-particle beams. Camille begins to receive a strange feeling from the Psycho Gundam.





In the Luo Corporation, Amuro is awoken by the same peculiar feeling and finds himself in a bedroom. Stephanie Luo, supervisor of the corporation in her father's name, greets him. Stephanie had Amuro abducted to prevent him making her father's name known in public, as Luo Wumin is a Kalaba sponsor and it would be inadvisable to publish the fact.

While fighting Mk-II Psycho Gundam destroys several buildings in New Hong Kong, the Luo Corporation building being one of them. The building's inhabitants escape to the safety of the street.

Psycho Gundam corners Mk-II and transforms from its mobile armour to its humanoid form. Camille strikes back with his Newtype power because of a feeling of nervous pressure. Four senses this and begins to feel uneasy herself. Four retreats.

On the *Sudori,* Wooder scolds Four for not finishing off the Mk-II. Four snaps back, "Someone who doesn't pilot the Psycho Gundam cannot understand the feeling. Do you know what it's like to feel snakes roiling around in your head?" She remarks to herself, "And there's no way you will."

The *Audomura* makes an agreement for supplies with Luo Corporation.

EPISODE #18
"Captured Mirai"

To avoid the pain of piloting the Psycho Gundam, Four escapes the confinement of the *Sudori*. Namikar yells after her, "Come back or I won't return your memories!"

Amuro, Camille and Belotica travel to the *Coral Oriental* passenger liner to invite Mirai and her children to the *Audomura* as she is as yet unable to obtain the passages to space. Mirai is reluctant to involve her children in war, but asks for more time to consider.

The *Sudori* launches several marine Hi-Zacks into the sea near New Hong Kong to search for the missing Four, with the aid of the New Hong Kong federal force.

Outside the *Coral Oriental*, Belotica tells Amuro that she is unhappy that Mirai is being invited on board as Mirai is not a member of AEUG or Kalaba. Four unintentionally passes by and hears Belotica saying Amuro's name. She assumes that Amuro is the pilot of Gundam Mk-II, the one who gave her the uneasy feeling. Camille, who came to pick up Amuro and Belotica, is told by the pair that they will return by themselves.

Several members of the Hong Kong federal force are parked outside the *Coral Oriental*, searching for Four. They spot Amuro coming from the ship and report to Wooder that he must have some personal relationship with the woman staying there.

Four approaches Camille as he begins his return to the *Audomura* and asks for a ride to New Hong Kong. She asks him casually if he knows the departing pair.

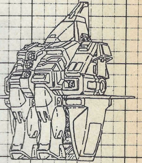
Camille replies, "I don't know anyone who licks at each other's wounds."

Heading toward the old city of Hong Kong in Camille's car, the two introduce themselves and find something in common -- they both hate their names; 'Four' being a number and 'Camille' being the name of a girl.

Ben Wooder uses the apparent connection between Amuro and Mirai to draw out the *Audomura* by having the family kidnapped. Over radio the kidnappers announce their demands: the surrender of the *Audomura*. Amuro requests a hostage trade; himself for the family. He travels to Wooder's boat but is surprised when the marine Hi-Zacks' attempt to recapture Mirai and her children. The attempt is foiled by Camille's counterattack in the Mk-II. During the battle Amuro manages a rescue; Wooder retreats, his plan a failure.

On the *Audomura*, Mirai and the crew rejoice in their good fortune.

PSYCHO GUNDAM



The MRX-009 Psycho Gundam was created by Dr. Murasame at the Federation Forces Newtype Research Institute. Psycho Gundam was a giant transformable mobile armor constructed especially for artificial Newtypes created by NRI. It was first planned as an RX-78 Gundam equipped with the Psycho-Mu system*. But as the development went on, the Psycho-Mu and the Minoffski Craft systems became so large that when completed, the machine looked like a huge metallic box. The box form was most suitable for flight, however, Psycho Gundam could also transform into a forty-meter-high Gundam, better suited for attack.

The Gundalium alloy was utilized as its protective material and a laser deflector shield system was also installed. It is equipped with three mega-particle cannons on its abdomen, and a total of twelve laser-beam guns on its wrists and its head. The Psycho Gundam is one of the strongest and most fearsome mobile armors.

* Psycho-Mu system is a mechanical device which amplifies the brain wave messages and allows the pilot to mentally control bits and/or mobile suits.

** Minoffski Craft System was a system which utilized Minoffski particles to levitate and propel huge crafts which normally could not be propelled by any other means. Thus equipped, ships could move just as effectively in the atmosphere as in space.

PSYCHO GUNDAM MKI MRX-009 DATA SHEET

EPISODE #19
"Cinderella Four"

The mayor of New Hong Kong orders the *Audomura* to leave the city.

On board, Camille tells Amuro about the feelings he sensed from Four. Amuro replies, "Don't go near that girl. She's dangerous," and walks away. Belotica overhears the exchange and asks Mirai about Amuro's past. Mirai tries to explain about Lala, but Belotica refuses to believe that Amuro could have been involved with a Zion woman soldier. Belotica stalks away in anger.

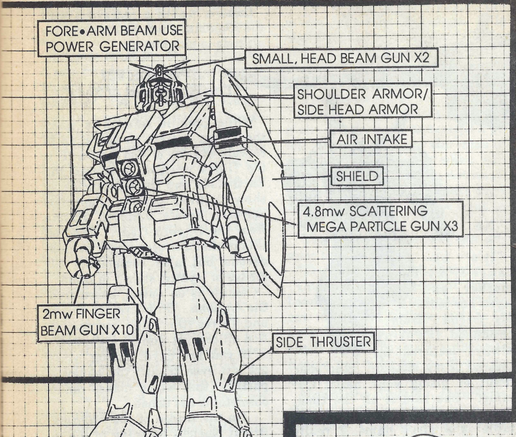
Camille approaches Mirai and asks for the answer to Belotica's question. Mirai explains about Lala's relationship with Amuro, concluding that love couldn't change the hopelessness of their situation.

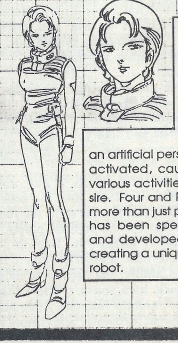
"Is Four going to be the same thing with me?" he wonders.

In the city, Four wanders in a state of complete confusion. Camille leaves the *Audomura*, hoping to find Four.

On the *Sudori*, Namikar finishes the refiguring of the Psycho Gundam. Her intention is to make Wooder the new pilot.

Back in the city, a sergeant locates Four and plans to return her to the Sudori. Four states that she is still on liberty from the ship and


FORE•ARM BEAM USE POWER GENERATOR
SMALL, HEAD BEAM GUN X2
SHOULDER ARMOR/ SIDE HEAD ARMOR
AIR INTAKE
SHIELD
4.8mw SCATTERING MEGA PARTICLE GUN X3
2mw FINGER BEAM GUN X10
SIDE THRUSTER



FOUR MURASAME

Four Murasame, an artificial Newtype, is the pilot of the Psycho Gundam MkI. The Titans programmed Four with an artificial personality which, when activated, causes her to perform various activities that the Titans desire. Four and Psycho Gundam are more than just pilot and robot: each has been specially programmed and developed to work together, creating a unique fusion of pilot and robot.

has already promised to return by midnight. She and Camille go to the top floor of a department store to talk.

"We seem to be enemies," remarks Four.

"That's because of the adults' business."

"The federation and the AEUG are the same thing -- only the uniforms are different."

She asks for a kiss, which Camille indulges. She tells him of her history, including how she came to be named 'Four.' She says that she was the fourth person to be subjected to the "New Man" process -- thus the name. She also mentions that she doesn't know her real name, and has no memories of the past.

Camille says softly, "You can make plenty of memories...starting now."

With Wooder at the controls, Psycho Gundam begins to destroy the city of New Hong Kong. Camille becomes infuriated at the wanton destruction. Wooder is essentially taking the Psycho Gundam for a joyride, heedless of safety or consequences.

Four senses the emotion coming strongly from Camille and recognizes it. She realizes that Amuro is not the pilot of the Mk-II after all; it is Camille.

"The difference is not only the uniforms," says Camille, watching the destruction. "AEUG would never do something like this.

"Four, let's go to the *Audomura*. There's no reason for you to say in the federation army."

Four is reluctant to leave the Sudori and the Psycho Gundam, fearing she will never regain her identity if she leaves with Camille.

She points toward Psycho Gundam. "My memories are there."

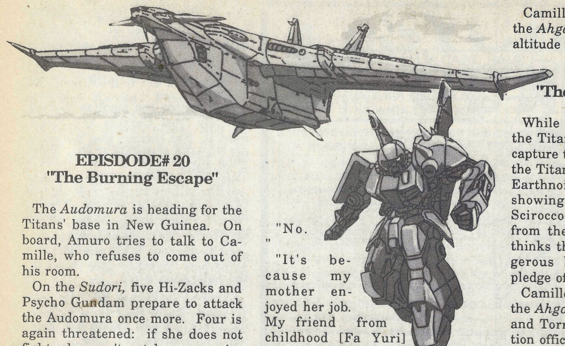
"You *have* parents. You can't understand." She runs toward the Psycho Gundam, boards, and begins to attack the city as she loses control of her mind.

"What does a city mean to me?" she cries. "I want my memories!"

Camille intercepts Psycho Gundam with the Mk-II, attempting to reason against her attack. Four is obsessed with the idea that if she destroys the Mk-II, she will regain her memories.

Camille finds himself unable to attack her. Amuro, in the Rick Dias, interceeds and damages her Psycho-Mu system. Four retreats.

The next day, the *Audomura* leaves New Hong Kong with the assistance of Stephanie Luo and heads for India.



EPISDODE# 20
"The Burning Escape"

The *Audomura* is heading for the Titans' base in New Guinea. On board, Amuro tries to talk to Camille, who refuses to come out of his room.

On the *Sudori,* five Hi-Zacks and Psycho Gundam prepare to attack the Audomura once more. Four is again threatened: if she does not fight, she won't get her memories back.

Hayato and Amuro receive information that the Titans' base is not very powerful and that they should be able to destroy it themselves. They also receive a message from the *Ahgama* that she will be in Earth's orbit for the next twenty-four hours. Hayato complains that it may be too early because the *Audomura* will not reach the base until tomorrow morning.

The *Audomura's* radar detects the approach of the five Hi-Zacks and Psycho Gundam. Amuro launches the Rick Dias and Camille, the Mk-II. Amuro attacks the *Sudori* to lure the Hi-Zacks away while Camille moves closer to Four. They hold to each other and open their cockpits to talk.

"I wanted to say this to you, about my parents. My parents are dead because they got involved in the fight between the AEUG and the Titans right before my eyes." Camille goes on to say that his father was an engineer (he designed the Mk-II) and his mother was a material engineer, researching the materials for the mobile suit's armor.

"My father had another lover but my mother didn't care. Do you know why?"

"No. "

"It's because my mother enjoyed her job. My friend from childhood [Fa Yuri] always lectured me instead of my mother. 'Stop your habit of biting your nails, Camille!' She said it all the time, 'Stop it, Camille!' I hated that. Camille is a girl's name...I really hated it! That's why I participated so heavily in karate and other sports. I even made a mobile suit. I wanted to prove my manhood."

"Camille..."

"What am I saying?" he sobs. "Four, what are we doing?"

"Camille...Camille, I'll ask you again: do you like your name?"

"Of course not. It's my own name."

Four suddenly pulls a gun and forces Camille back into his cockpit. "This place is not right for you. Let's return to our rightful places.

"I'll never forget you, Camille." With the new memories given to her by Camille, she decides to help him back into space. She rams Psycho Gundam into the Audomura, pulls out its booster and throws it to Camille. Wooder shoots at her for the betrayal.

Amuro, sensing her intentions, tells Camille to use the booster and return. As he returns, the wounded Four looks up from her cockpit. Camille witnesses the explosion of the *Sudori.*

Camille makes a redezvous with the *Ahgama* which had lowered its altitude to pick him up.

EPISODE #21
"The Heartbeat of Zeta"

While Camille returns to space the Titans initiate an operation to capture the city of Von Braun. It is the Titans' intention to supress the Earthnoids and the Spacenoids by showing their power. Paptimus Scirocco greets Jamitoff Haimn from the *Dogoth-Gear*. Jamitoff thinks that Scirocco might be dangerous but also remembers his pledge of loyalty, signed in blood.

Camille is on patrol, based from the *Ahgama*. On his return trip he and Torres (the ship's communication officer) get into an argument.

"If you are daydreaming, you'll get lost even though the Minovski particle [that which makes radars obsolete] is not dense."

On the bridge of the *Ahgama*, Bright Noah is listening to the report filed by Emma Sheen. Camille reports that he could not locate any suspicious activity. He then moves to where Torres is standing and provokes a fight. A third person, one of the bridge officers, joins the fight and they are all ordered to report to a correction cell. On his way out, Camille is stopped by Emma.

"I heard you were great down on Earth. You probably gained some self-confidence, but space is different."

"I don't think I'm that overconfident."

"You're not homesick," remarks Emma, "but I think you have something similar. Don't pick on others because you're lonely."

"Lonely? Me?"

"You're behaving insensibly. That's why you pick on others." Camille questions her assumption.

"If you can't even understand yourself," warns Emma, "don't talk big."

Camille looks downcast and remarks softly, "No way."

Emma makes a guess. "You fell

in love down on Earth, didn't you?" Camille denies it as Emma walks away.

Scirocco takes the *Dogoth-Gear* on a solo mission. He gives Jerid and Maure each the new mobile suit, Gabthley. The two take their Gabthleys on a patrol/test run and locate the *Ahgama*.

Ahgama launches its own mobile suits. Emma's Rick Dias is destroyed by Jerid. She escapes in the pod.

Camille has a difficult time fighting Maure's Gabthley and gets his hatch blown off. Camille is thrown from the cockpit. For a moment, he believes he is going to die but he's rescued by the suit's carrier, transporting Zeta Gundam. The pilot is Camille's childhood friend, Fa.

Jerid and Maure retreat at the sight of the new suits. Jerid later receives treatment for injuries sustained in battle. Scirocco plans to win the favor of Mauer for himself and not Jerid.

Aboard *Ahgama*, Bright listens to Fa's report regarding the fleet's position. Camille meets her after the debriefing and embraces her in the hallway. "Fa," he says, "I wanted to see you."

Bright enters the hallway and ignores them.

"Fa, are you going to become a mobile suit pilot?"

"Yes." Camille doubts the possibility. The elevator door opens to reveal Emma, who watches quietly and allows the doors to close.

EPISODE #22
"The Eyes of Scirocco"

Aboard *Dogoth-Gear* Jerid apologizes to Scirocco for losing the new mobile suit, Gabthley. Scirocco forgives him, saying that he would have won were it not for the appearance of AEUG's new fighter. Scirocco assigns two new personnel to him for training.

On board the *Ahgama* Astonage Mendosa asks Camille how he likes the Zeta Gundam. He replies that it's "ok."

"You should be more happy, Camille," remarks Astonage. "It was designed almost especially for you. Captain Quattro wanted to show it to you and had it transported here in a hurry."

"The captain did?"

Later, Camille sees Fa and asks if she is truly going to become a pilot. She answers that she came to mobile suit deck to see which suit she would pilot. Camille, not wanting her to become a pilot, asks what would happen if everyone went to war.

"The winner of the war can answer that," says Fa.

"That's such a harsh thought."

On the *Radish*, Sergeant Reccoa Londo is preparing to transport the new mobile suit Methuss and the G-Defenser to the *Ahgama*. Henken hands a small box with a ribbon to Reccoa and asks her to give it to Emma.

Aboard the *Ahgama*, Camille is continuing the argument with Fa. Suddenly Camille recalls Four and the time they spent together in New Hong Kong. His mind begins to wander and he is unable to continue the argument. Fa leaves and enters an elevator.

"Camille," she says to herself, "you've been acting strange since you've returned from Earth. It's as if your body is here but you've left your mind on Earth."

Bright Noah asks Emma to caution Camille about his recent behavior. Emma is reluctant to contribute to the mother-image Camille already has of her and asks, "In the military, isn't it the father who fosters the child?" Noah agrees and decides to speak to Camille himself.

On the Dogoth-Gear Jerid is meeting the new soldiers assigned to him: Sara Zabiarov and Sidore, both young girls. Jerid questions their compentency but they assert their experience.

Jerid takes the two on a mission. Jarid pilots the Gabthley and Sara and Sidore are given Marasai suits. While in flight, the trio encounter Reccoa transporting Methuss and the G-Defenser and engage.

Aboard *Ahgama*, Bright receives the message that the Methuss and the G-Defenser is under attack. He scrambles Camille and Emma in the Gundam suits. Fa boards a suit of her own initiative, a Rick Dias. Bright observes this and sends Apolli after her as a backup.

During the battle Sidore is killed. Sara retreats in fear and Jerid must follow her. Later, aboard the Dogoth-Gear, Jerid apologizes to Scirocco for losing a soldier so soon after her assignment. Maure defends Jerid and strangely, Scirocco shows no signs of blaming Jerid. "The battle was sufficient for gathering data," Scirocco says enigmatically.

Back on the *Ahgama*, Reccoa apologizes for damaging the equipment. Emma scolds Fa for taking the suit into combat with only simulator experience.

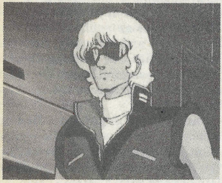
Reccoa is later pleased to see Camille and Emma. She hands Emma the present from Henken. Emma stares at the box, not quite knowing what to do with it.

EPISODE #23
"Moon Attack"

Radish leaves the moon, headed for *Ahgama*. Katsu is very happy to be headed there. "The *Ahgama* is similar to *White Base*, right? There was much fighting spirit aboard *White Base*." Quattro and Katsu head for the bridge where Henken welcomes Katsu. Meanwhile, Quattro talks to Won Li, convincing him that they are going to Von Braun.

Aboard the *Ahgama*, while cleaning his room, Camille and Emma have a discussion. He reveals that he has been praying for the pilots that he has killed in battle. Emma accepts this but still criticizes Camille's "victimized" self-image. Camille follows Emma toward the bridge, commenting that he has the video tape from Earth that Torres asked for. Emma snatches the tape, saying she will give it to him. Fa shows up with questions on mobile suit piloting. Told by Emma to wait, Fa tries to start a conversation with Camille but he is cold and brusque. Irritated, she leaves.

When she delivers the tape Bright tells Emma they will soon rendezvous with *Radish*. At the *Dogoth Gear* Scirocco explains the Apollo Operation to Jerid, Maure, and Sara. Aboard *Alexandria* Jamikan gives command of the operation to Scirocco.



The Titans' attack on Von Braun begins at Scirocco's command. In the hangar of *Dogoth Gear* Maure, Jerid, Sara and others await the word to launch.

AEUG mobile suits scramble with Quattro leading troops from the *Radish* while Camille, Emma, and Apori lead the troops from *Ahgama*. Fa is among the latter, piloting the Methuss.

The Titans launch as well and start a wild mobile suit battle. Fa finds handling the battle solo difficult. Camille helps her. While the AEUG suits are occupied by other Titans' mobile suits Scirocco orders units from *Dogoth Gear* into action, sending Jerid's squad directly down to the city. Maure realizes that Scirocco has used Jerid as a shield so that he can get credit for taking the city. Frustrated, Maure takes off without permission. Scirocco ignores her.

As *Dogoth Gear* passes through the battle area Camille, Quattro, and Jerid feel a bizarrely uncomfortable sensation. Quattro and Camille realize that Paptimus Scirocco is on board. Camille becomes so distracted that he forgets the danger of the battlefield. As Jerid, Camille, and Quattro engage in close-quarter action Maure stops Jerid before he accidentally destroys himself.

Scirocco's ship lands in the port at Von Braun. Scirocco broadcasts, "To AEUG, if you do not stop, the city will be destroyed!" *Ahgama* and *Radish* have no choice but to halt. Bright makes a call, "Get reinforcements from Granada...the moon has land communications, get a message to Granada, run if you have to!" He then receives word that the city has surrendered to the Titans.

In the space docks Jerid is treated for his wounds. On *Dogoth Gear's* bridge Jamikan hits Scirocco, punishing him for his impetuousness. Scirocco attempts to laugh off the whole incident and admit his mistakes. "It's hard to do only what we are told."

At *Ahgama*'s mobile suit deck Camille, Emma and Reccoa reassure Fa on her rookie performance. To the side Camille tells Reccoa and Emma, "Her nerves are shaken by a real battle. Please take care of her."

Narration: "In 1969, humankind first stood on the Moon. Ever since then, the landing sight has become the central city on the moon. It is said that whomever has Von Braun in their hand holds the sky in their hand..."

EPISODE # 24
"Counterattack"

Inside Granada Henken and Bright discuss plans for recapturing Von Braun. On Earth in the city of Dakar Blex and Quattro arrive at the Earth Union Congress meeting. The two notice Jamitoff Haiman there as well.

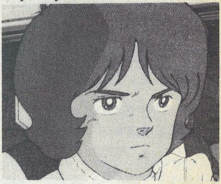
At Granada Camille prepares to enter Von Braun on a spy mission. Katsu complains that he is not allowed to go. As Camille departs Katsu sneaks aboard.

On Earth Quattro and Blex's frustrations increase as the government leans closer to giving the Titans complete power over the federal military and bureaucracy. They are also angered by the fact that the politicians insist on staying on Earth and care little for what is happening in space.

Back on the moon Camille enters the city successfully and drives around, observing as much as he can. Aboard *Alexandria* Jamikan gives Jerid and Maure a break from duty. They accept and head for the shopping areas. Inside the port, to their surprise, they see Camille being detained by an officer for getting too close to the warships.

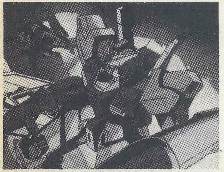
Jerid (wanting Camille for himself) vouches for the Mk-II pilot, explaining that he is a cousin and interested in the military. Camille takes the opportunity to escape and is hotly pursued by Jerid and Maure. Camille is quickly caught in the city park.

Snarling, "I'll kill you Camille!" Jerid swiftly draws a gun and puts it to his prisoner's head. Maure interrupts ("Stop it Jerid. He's only a boy,") while destroying Camille's camera and the pictures he'd taken of the Titans' ships in port.



Jerid, angered, presses his point. "He's no boy! He killed Lila and Capricon!" This intrigues Maure. ". . . Then he is the newtype?" Camille denies this which infuriates Jerid even further. "Shut up! Then were Lila and Capricon killed by some ordinary boy?" He knocks Camille to the ground.

Maure queries Jerid on what he is going to do with the Zeta pilot . As they prepare to take him to a lockup Katsu appears and gets the drop on Jerid. Camille picks up his gun. A struggle for the weapon ensues, followed by the escape of Katsu and Camille. The scene switches to the Earth below.



As Quattro arrives at his hotel he hears gunfire and hurries to investigate. Blex has been shot. Dying, Blex speaks. "Capt. Quattro...I was attacked by the Titans...I want you to use your power to change this era. Become the leader of the AEUG...*Char Aznable*."

Near Von Braun, on the lunar surface, *Ahgama* is spotted and attacked by the Titans. Led by Yazan Gable in the Gaplant they press *Ahgama's* mobile suit pilots.

As Katsu and Camille dodge the Titans Camille experiences a reaction to the battle above. Titans' mobile suits are scrambled as Jamikan sends an alert throughout the city and prepares *Alexandria* and other ships to leave. One of the roof domes is breached by a falling Hi-Zack and Apori, Fa, and Yazan enter the city to continue their battle. As Camille and Katsu run into a shelter they once again come face to face with Jerid and Maure.

As the battle rages around the city Reccoa launches with the Zeta to look for Camille. Camille is recognized by a boy who says that his father is an AEUG supporter. Jerid sneers, "You're quite famous, aren't you Camille?" "Of course," replies Katsu. "We're different from the Titans."

"What?" shouts a frustrated Jerid. Katsu declares that the Titans are ruining Earth. The other civilians agree that their heavy-handedness is wrecking the city. Jerid is incensed. Camille cuts Katsu short, stating that regardless of who is right, all are suffering. Suddenly he feels the approach of Zeta Gundam. After a brief standoff (with Jerid on the short end once more), Katsu and Camille escape.

Meeting with the Zeta he switches off with Reccoa and goes on to destroy several enemy suits outside the city. Aboard *Alexandria* Jamikan signals for a retreat, realizing he has no position since the city's power plant has been taken.

In congressional session at Dakar the Federation passes the bill making the Titans preeminent in the government. Jamitoff Haiman stands to make a speech, oblivious to Quattro's bitter thoughts.

"The leader of the Titans...so now the Federation is under the Titans and they have justice on their side. But is it true? The decision of the people who have sold their souls will be broken tomorrow."

On board *Ahgama* Fa cries and blames herself. "I'm at fault. If I hadn't escaped into the city it wouldn't have been wrecked...." Camille looks away, glad that everyone is safe, but worried about Blex and Captain Quattro.

EPISODE # 25
"The Day the Colony Drops"

The *Radish* and the *Ahgama* are near the Moon when a Hi-Zack approaches with a white surrender flag. Once aboard *Ahgama*, Sara Zabiarov warns the crew that Commodore Jamaikan plans to crush Granada with a space colony. Bright and Camille cannot figure out why a warning has been sent. As Camille takes Sara to an interrogation they are followed by Katsu, who is unusually attracted to Sara.

Henken and Bright discuss details of the target while on *Ahgama*, Katsu loiters around the interrogation room, unhappy that Camille is the only person to interact with Sara. *Radish* confirms that an unoccupied colony in Side 4 has left orbit and is pointed toward the Moon. Both ships launch mobile suits toward the colony.

Katsu is sweet-talked by Sara into a transport to her mobile suit while *Radish* and *Ahgama* fire their main guns in support of the battle raging about the colony. As Sara escapes Emma breaks through the battle to approach the colony's alignment engine. When Emma activates them the colony misses Granada by 130 km.

Afterwards, Katsu is confined to the brig for allowing Sara to escape.

"Are people that untrustworthy?" he mutters. ■

Article by: Yoshiyuki Karahashi, Lisa Gaunt, Derek Quintanar

A FEW PEOPLE WE FORGOT TO THANK!

We appologize to these individual for missing them in our credit box, and wish to thank them here for there continnued efforts in support of Animag.

Toren Smith for his continnued help and support!
Aki Umemoto for his interview with Toshimitsu Suzuki
Toshimitsu Suzuki of Artmic for answering our questions.
Asuka Rei for our Super-deformed staff shot.
Schulhoff Tam for once again some fine art work.

MECHA FILE

A Continuing Series on the Mechanics and Robots of Japanese Animation

Analysis of the original Gundam RX-78 from the TV show Mobile Suit Gundam

Gundam RX-78 Dynamics

The RX-78 Gundam set a precedent for giant robots in the world of animation. Instead of being looked upon as a hero, a big brother or a personal friend, the Gundam was a war machine, a military vehicle designed for combat. *Mobile Suit Gundam* was one of the first realistic approaches to the actual construction and usage of a giant humanoid piece of machinery designed for combat situations.

Many people criticize the idea of a human-shaped combat vehicle, saying it is unnecessary, unrealistic and inefficient. A human shell is a sensible choice for various reasons. As the dominant species, humans have proved their versatility in combat situations in numerous environments. A human's ability to carry weapons and perform countless other tasks can be infinitely useful on the battlefield. The human body is all-terrain and adaptable to surprise situations. Finally, the pilots of the combat machines are human. Their effectiveness in combat could be improved if the device under their control functioned in a manner that the pilot is already accustomed to. What better than the human body?

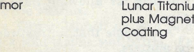
The RX-78 was one of the first mobile suits capable of actual sustained flight rather than mere thrust-assisted leaps.

Armored with lunar titanium that has been treated with a magnetic coating process, the armor is polarized and the structural integrity of the suit is increased. The magnetic coating process seems to render the effect of most shell-firing weapons useless against it. The Gundam carries a shield against its left arm. The shield does not seem to be as heavily armored as the rest of the RX-78, and seems to act solely as an object to interpose between incoming attacks and itself. In the past the shield has been used to absorb heat damage when re-entering atmosphere. The centrally located cooling system can be used in conjunction with the shield for unaided reentry.

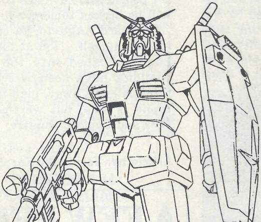
The core block system, a method of modular interfacing with a core fighter, is used as the cockpit and central power plant. This modular system also allows the Gundam to link up with other units into various configurations, commonly referred to as G-Armor. The core block system can simplify repairs

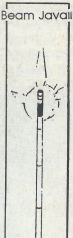
Height	18m
Dry Mass	43.4 metric tons
Full Mass	60 metric Tons
Generator Power	1380 Kwatt
Power Output	65,000 hp
Thruster Output	Aprox. 62-64 tons
Sensor Range	5700 meters
Armor	Lunar Titanium plus Magnetic Coating
Standard Weapons	1.9 Megawatt Beam Rifle .38 Megawatt Beam Saber X2 60mm Vulcan X2

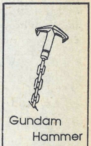
Other Weapons	700mm Hyper-Bazooka Beam Javalin Gundam Hammer



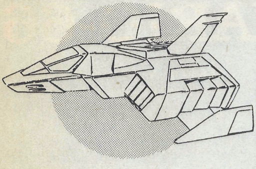
700mm HyperBazooka







on the suit; when part is damaged, other parts can still be used. The core fighter is also used as an escape craft when the rest of the suit is damaged beyond function.



Gundam Weaponry

The primary offensive weapon is a beam rifle and was the first beam weapon that was not mounted as a ship weapon. Previously, the technology to power such a weapon in a portable unit did not exist. Since the beam rifle was to some extent experimental, not all models functioned at peak efficiency. The rifle is occasionally incapable of holding enough charge for more than one or two shots.

For close-range combat the RX-78 is equipped with two beam sabers. Their megawattage is lower but since the energy does not need to be spread out over such a great distance the damaging effect is greater than that of the beam rifle. The beam sabers are based on many of the same principles and design aspects of the beam rifle. Unfortunately, the beam sabers also suffered the same flaws as the beam rifles, and do not always hold a sufficient charge to last through combat.

One of the most powerful of the Gundam's weapons is the hyper-bazooka, a single-action rocket launcher that carries four projectiles.

A 60-millimeter vulcan machine gun is located at the temple on each side of the Gundam's head. While the vulcans are the suit's smallest weapons and may seem to be designed for anti-personnel usage, it has been proven that a few seconds of concentrated fire can cut a mobile suit in two. The two guns always fire in tandem.

The beam javelin is a extension of the beam saber, with increased range, power and enough stability to allow it to be thrown. The Gundam hammer is a large spiked sphere at the end of a very long chain. This high-impact weapon exploits the virtues of hand-to-hand combat weaponry and has a greater range than a beam saber, with no worries of losing a charge or running out of ammunition. The hyper-hammer is merely a version of the Gundam hammer with control verniers (maneuvering thrusters) added for the zero-gravity environment of space combat.

The success of the RX-78 Gundam is legendary and influences the design and development of many mobile suits to come.

By James Teal

Frederik L. Schodt's

MANGA! MANGA!

THE WORLD OF JAPANESE COMICS

"Buy this book. Read it"

--Comics Buyer's Guide--

"Schodt is a debonair and erudite guide through this steamy jungle, and seems to have survived years of immersion in Japanese comics with most of his brains intact."

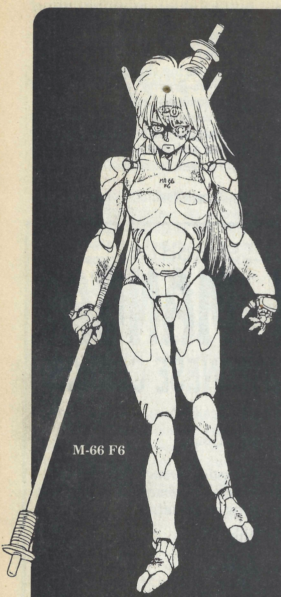
--Mainichi Daily News--

©1975 Fujio Akatsuka

Updated Paperback: $14.95.
ISBN 0-87011-7521-1
260 pp., 8 in color. 204 illustrations. 7 1/4 " X 10 1/8"

Order from Kodansha Internation, 10 E. 53rd St. New York, NY 10022
Tel: (212) 207-7050
or
Harper and Row, 2350 Virginia Ave., Hagerstown, MD 21740
Tel: (800) 638-3030

BLACK MAGIC MARIO-66



M-66 F6

Introduction

Black Magic M-66 is an OAV (original animation video) released by Emotion Video on June 29, 1987. It is based on the story "Booby Trap" from the manga collection *Black Magic*, written and drawn by Masamune Shirow (published originally in February, 1983 from the Manga Research Group Atlas and republished in November, 1985 by Seishinsha). For this OAV, Shirow acted as director and scenario writer and did the design boards. Acting as support was Hiroyuki Kitakubo (*Robot Carnival*), who helped with design, editing, directing and character design. Utilizing over 35,000 cells, it is the story of a robot out of control, seeking the death of a young girl.

The Characters

SYBEL: A divorced independent video reporter. She will do anything for a story. Her determination (stubbornness?) lands her straight in the middle of this story.

LEAKEY: Sybel's co-worker. He lives in her van, hoping she'll bring him a scoop.

DR. MATTHEW: A research scientist working for the army. He is the chief head of the team working on the M-66 series. Despite having most of his expenses covered by the army, he is annoyed at their constant demands on his research time. His daughter, Ferris, plays a large role in this OAV.

DR. SLADE: Another research scientist working for the army. He also is working on the M-66 series.

FERRIS: Dr. Matthew's granddaughter. Through a mixup, she becomes the target of M-66. She is a bit flighty.

COLONEL ARTHUR: The commander of the special forces unit that is in charge of recovering (or destroying) the two runaway M-66 robots. Though appearing unemotional, he has a soft spot in his heart.

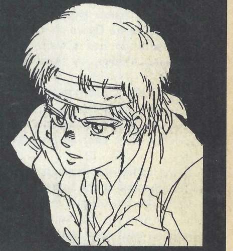
ROGER: A special forces captain. He is in charge of the jetcopter that is supposed to take Sybel and Ferris off the top of the building at the end.

RICO: A special forces captain. Often found nearby the Colonel.

NAKAMURA: A female special forces captain. She is second-in-command of the special forces unit.

M-66 F6: A programmable antipersonnel robo-soldier for uses such as assassination. Built in the form of a female, it has long hair that acts as a cooling system. Once a target is programmed in and it is released from its "bed," it will seek out the target and attempt to complete its programming. It will not respond to the recall code until the target is terminated. If it is activated without target programming, it will bury itself, hiding forever without responding to the recall code. In case of accident or a decision change, it is possible to disengage the target lock by inserting the robot's red hair in the back of its neck and pressing its forehead switch. M-66 is equipped with a laser in its left eye and its fingers are rocket wires. However, it is very susceptible to overheating.

M-66 F5: The same as the F6 model, except this version has short hair. Since the hair acts as a cooling system, the F5 has a shorter operational time. However, to counter that, the F5 moves on all four limbs for better mobility.

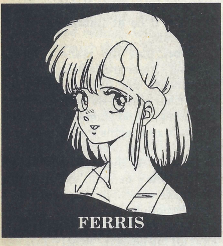


SYBEL

The Story:

A transport jetcopter buffets back and forth in the air. Suddenly, the left engine explodes. Engine fragments fly through the air as the two pilots fight to control their craft. One pilot begins calling in a mayday, but the other pilot pulls out the mike cord. As they glare at each other, the left side explodes again, and the jetcopter goes into a flat spin. The pilots pull out at treetop level, but their copter smashes into the trees a few seconds later, spreading debris all over the area. The cockpit section skids for a distance and stops. Two "beds" lie in the wreckage. Heartbeats begin to sound.

In the city, Sybel is taking a shower. A buzzer goes off and she jumps out of the shower, grabbing a towel. She sits down in front of a console, turning off the buzzer. She listens intently, taking down notes. Suddenly catching something of interest, she flips on a monitor and sees an army code. "Army! Top secret emergency!" Her journalistic instincts aroused, she gathers her gear and heads out.


FERRIS

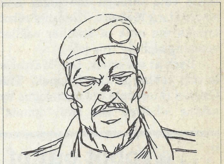
Army ships arrive on the scene of the crash. The special forces unit offloads and takes up guard positions. Mr. N approaches the Colonel as he comes off, and accompanies him as he examines the crash site. Rico approaches and tells the Colonel that the two pilots are alive. The Colonel and Mr. N come to the "beds." The Colonel has Mr. N leave and has Dr. Slade inspect the "beds." Dr. Slade doesn't understand why the M-66 robots didn't hide their "beds" or their footprints according to their programming. The M-66 units are operating and after a specific person. The Colonel asks who the M-66s are after, but Dr. Slade doesn't know.

Meanwhile, Sybel has been taking videos of all this from a nearby tree with Leakey. They move to another site, and Sybel tries for another angle. She gets out her long distance-microphone and zooms into Dr. Slade and the Colonel talking. The Colonel tells Rico to go with Dr. Slade to get Dr. Matthew and bring him to the main road. He plans to set up a trap there.

Sybel's car bumps down a rocky road as Leakey screams that he wants nothing to do with this dangerous job. She tells him that's fine but he's got to go sell the film to some news program. Sybel can't believe the good fortune that dropped this story in her lap.

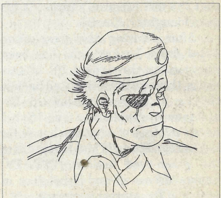
A high-speed jetcopter approaches the Matthew residence. One wing catches the roof and smashes it in. Inside, Ferris winces as the roof collapses around her. Dr. Slade asks Ferris to get Dr. Matthew. Fuming at the damage done to their roof, Ferris heads downstairs to the basement, where Dr. Matthew 's experiments are not going well. Angry at the army's continual interruption of his work, Dr. Matthew storms upstairs and to the jetcopter. Ferris yells after him that she'll be going out on the town tonight with friends and to carry his own key. The jetcopter lifts off.

Near the crash scene, two hikers look up as they hear the whine of the army ships combing the area. One of them feels a presence. Suddenly, from the side, a dead bear falls in their path, with all of its ribs and claws broken. They panic and run. They are sliced, and a hiking knapsack rolls into view.


COLONEL ARTHUR

On the highway, the special forces are setting up their trap for the M-66 robots. Roger points out to the Colonel a flash of light in the woods. Suspecting a trick, he tells Roger to take ten men and check it out. The Colonel then enters a truck where various strategists are engaged in discussion. One of them tells him about the dead hikers and bear. Based on the hikers' estimated time of death, the two robots should have been here by now. The jetcopter carrying Dr. Matthew and Dr. Slade arrives. Dr. Matthew runs up to the Colonel and screams, "Why—why'd you load the test model's target memory into the M-66 robots? That memory—!"

At this time, Sybel and Leakey are hiding in the woods nearby, filming all this preparation. Sybel tells Leakey to keep a good watch so that they won't get caught but it's too late.


ROGER

Roger checks their ID, and the troops haul them in. Nearby, a soldier hidden underneath a brush checks his surroundings. Suddenly, a laser beam cuts through the night and scores along his back. The other robot breaks the neck of another soldier catching sight of this job.

Back at the truck, Dr. Matthew is still yelling at the Colonel. The Colonel interrupts his monologue by asking whether the two "donuts" being lifted out of the truck will really stop the robots. Dr. Matthew tells him that they should work if placed correctly. The Colonel's com-link beeps, and Rico informs him that the life signs of two soldiers have disappeared. He tells Rico to tell the other soldiers and to take formation C. In another truck, Sybel and Leakey have been tied up and are about to be administered an injection.

". . . a robot out of control, seeking the death of a young girl"

In the woods, the troops search but miss the two robots. The robots soon take the offensive, and general mayhem results. F5 is entrapped but self-destructs, scattering 20,000 rifle shells and releasing poison gas. F6 breaks through the line and escapes into the woods. Amidst the confusion, Sybel escapes from her bonds and films the destruction. Dr. Matthew rushes up to the Colonel and reveals that the test program's target is his granddaughter, Ferris!

After hearing this revelation, Sybel drags Leakey, who has been unconscious throughout all of this chaos, through the woods and back to the car. They drive toward Dr. Matthew's residence, and Sybel hands the tape of what she has so far to Leakey. She tells him to hand it to the green-eyed boy at TFT TV. Leakey drives off and Sybel goes in search of Dr. Matthew's house.

Back with the army ships, the Colonel is studying some data with Rico when Nakamura comes in and reports.

Nakamura: A spy we had left in the research development group to feed false information back to his North friends—

Colonel: Weren't you keeping tabs on him?

Nakamura: A mechanic came in contact with this spy.

Rico: A betrayer?

Nakamura: His family was threatened if he didn't comply.

Rico: In order to inform his North friends about M-66, he had the mechanic create this incident—!

Nakamura: We have the mechanic's family under protection now. The investigation has been passed onto the Foreign Ministry.

Colonel: All right, activate Class A2 media control.

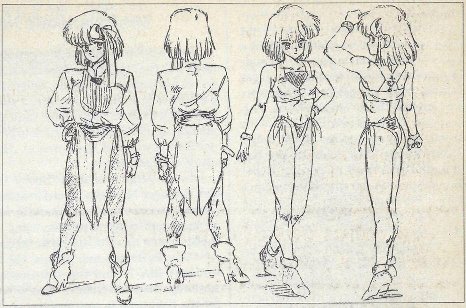
Dr. Matthew sits in a corner, in a panic about his granddaughter. The pilot tells the Colonel that their fuel won't hold out much longer. The Colonel orders him to calculate F6's activity range and to lower them within that circle.

Meanwhile, Sybel has discovered Dr. Matthew's house. M-66 has totally demolished it. Upstairs, she discovers Ferris' videophone answering machine, telling her friends that she'll be eating at Lumpring and will be home late. After a bit of thought, Sybel realizes that the only people who have seen this video note are herself and the robot. She dashes outside and activates the tripwire trap that M-66 had left on the front door. After cursing at the robot, she jumps on a nearby motorcycle and dashes off toward the city.

In the city, the special forces craft lands on top of a building. The Colonel tells Roger that Ferris is at Lumpring, which is on the sixteenth floor of the building. He gives orders to protect her. The rest of them head down to the street to look for M-66. After Nakamura and Dr. Matthew argue about methods of getting M-66, the Colonel orders Nakamura to make this building into a trap house so that he doesn't lose any more soldiers. Below the city, in the sewers, M-66 emerges from the water, trailing steam.

Having arrived at the city, Sybel steals a plane from a love-happy couple. The police are immediately after her, but after a moment of moral deliberation, she eludes them. At a nearby roadblock, M-66 in a cloak easily slips through the loose guard. The gate to the sixteenth floor of the building opens and three armored cars zoom out. The driver tells Roger that they'll be at Lumpring within one minute.

Sybel flies the plane into the building's inner area and looks for the restaurant. She finds it but at the same time sees M-66 walking along the street. M-66 suddenly whips off the cloak and begins tracking a police plane traveling overhead. As Sybel watches, M-66 fires its laser at the police plane's cannon, exploding it. The plane crash-lands and causes a big commotion. Lumpring's customers come swarming out, wondering what all the noise is. Sybel fights her way in until she sees Ferris. Ferris sees M-66 walking in and waves at it, thinking it's still her playmate. Sybel grabs her, telling the unbelieving Ferris M-66 is here to kill her. They both run, with M-66 firing random laser shots. At that moment, Roger



and his troops arrive and distract M-66 long enough so that Ferris and Sybel can run into the meat refrigeration room.

Sybel tries to close the door, but it's too massive. Ferris shrinks back from the oncoming M-66 and by accident presses the door switch. The door closes on M-66's hand, which fires its rocket wires. M-66 then tries to pry the door open. Sybel looks wildly around the room, finds an elevator, and pushes the call button. She then runs back, grabs Ferris, who has fainted, and runs to the elevator. The elevator opens, and troops rush out and take defensive postures. A side of meat swings aside, and M-66 looms into view. They back off and close the elevator door, heading for the top floor. As the door closes, Nakamura springs the trap, and rocket wires spring out of the meat. The next instant, napalm blasts M-66.

At the next floor, Nakamura and all but one of the troops get off to go downstairs and pick up M-66. Sybel feels relieved until the elevator suddenly comes to a grinding halt and a hole melted by laser begins to develop in the elevator floor. The one soldier left in the elevator, Paco, shoots a hole in the ceiling, telling Sybel to escape through there. They climb the elevator shaft. Meanwhile, Nakamura and her troops have reached the refrigeration room and find it empty, with a squeezed fire extinguisher on the floor.

Paco, Sybel, and Ferris reach the next floor, where two other soldiers, whom Nakamura has warned that the robot is heading their way, assist them. Ferris comes to and demands to know what the army has done to M-66. Sybel calms her, but M-66 makes another appearance almost immediately. She calls the elevator while one of the soldiers goes to gain some time. He fires rocket wires through the walls to capture M-66. M-66 begins to burn its way out, but the soldier sends electrical current through the wires, which seems to shut M-66 down. The elevator arrives. A soldier begins the target memory release procedure, but M-66 comes to before he can complete the final step, the pushing of the forehead switch.

Disabling all the soldiers, M-66 advances toward Sybel and Ferris, who retreat into the elevator with a "donut." Seeing the robot approaching, Sybel turns on the switch of the "donut," keeping M-66 at bay. However, as the elevator goes up, the "donut" runs out of power. They reach the top floor; Sybel grabs the donut and hurls it at M-66. Ferris and Sybel run out, heading for the roof, with M-66, severely overheating and incapable of using its laser or making any fast moves, in hot pursuit. As Ferris and Sybel run up the stairs, Roger, in the jetcopter, sees them. He fires on M-66, blasting off its right arm, and heads for the roof to pick them up. They meet up with two more soldiers, but M-66 detonates its right arm in a pillar, caving in the floor above. The two soldiers are swept off the roof.

Sybel sees the mine box that the two soldiers left behind and activates it, dropping explosives on M-66. Roger reports to the Colonel that after the explosion, no sign of M-66 can be seen. However, just as they all sigh relief, the floor crumbles, and M-66 advances toward Ferris and Sybel. Sybel distracts M-66 long enough with a rifle to allow Ferris to get away, and they both head for the remains of the roof. The jetcopter can't fire, because at this distance, any shooting would just as likely hit Ferris and Sybel as it would M-66. As M-66 climbs onto the roof, its weight causes it to collapse. Sybel picks up another mine box she finds and sets the timer.

Out of total frustration, Roger decides to go down in a basket. As Sybel and Ferris perch on the end of a fallen pillar and watch the oncoming M-66, Sybel warns Ferris to watch out for the blast. Ferris thanks Sybel for her help. But then Sybel sees the timer caught on a rock. She screams at all gods about the unfairness of it all—and almost as if it were heard, the mine box falls over, dislodging the rock. The blast comes instantly, hurtling M-66 over their heads and down into the street below. As Sybel and Ferris look down with relief, the pillar, weakened by the blast, crumbles—but Roger in the basket is there to pick them up.

On the ground, the Colonel and Rico are going over casualty reports.

Dr. Matthew and Dr. Slade are busy studying M-66's body. Then, Ferris arrives and hugs her grandfather as a soldier leads Sybel away. M-66 suddenly comes to life, sensing its target nearby. But Dr. Slade reaches over and pushes the forehead switch with a smirk. Dr. Matthew collapses with relief as Ferris notices Sybel being taken away. She tries to get her grandfather's help in getting Sybel freed, but even her grandfather can't help. For some reason, though, the Colonel releases Sybel without a question.

"To this day, I don't know why he released me. This entire incident may have been all a propaganda plot designed to heighten anti-North sentiment, or maybe that metallic face was no longer a military secret. The public announcement was that the building had been bombed by North-related terrorists. After that, I received three letters from Ferris, but that was it. If she's gone with that professor to the North, this country may be fighting robot armies soon. To say the truth, even I'm not positive whether that incident really happened or not. I can't even picture that, while I speak, Northern soldiers may be fighting against robots like that. My camera and the film in it were confiscated, but since one tape made it to the *Midnight News*, I'll soon be able to buy another one."

On the *Midnight News*, Leakey tries to pass off the clips as material he had taken—except for the clip at the end, showing him unconscious. "Sybel!"

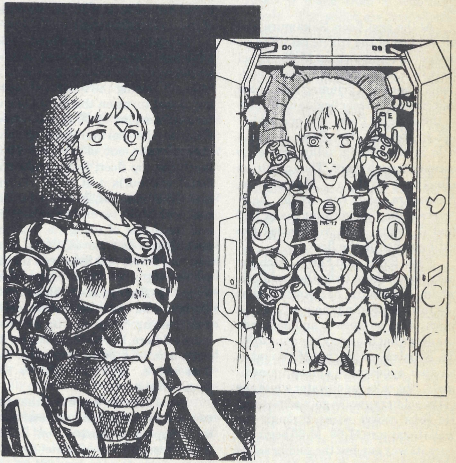
By Masaki Takai

Miscellaneous Notes about the Manga

Set in a Venusian world where humans and bioroids coexist, "Booby Trap" itself was the story of the special forces as they try to stop four of the army's top-secret antipersonnel M-66 robo-soldiers that were set in motion by the bioroid girl Tufon in a plot to overthrow the out-of-control bioroid government. The theme throughout the manga (and also used in the recently animated Shirow manga, *AppleSeed*) is the problem of coexistence between the bioroids who hold political power and the humans. "Booby Trap" makes up a third of the page count of *Black Magic*.

In the original manga "Booby Trap," MA-66 is different in some aspects. For one, once MA-66 is placed in attack mode it would attack any moving object larger than itself and any metallic heat source. For another, it would respond to the recall code no matter what. It doesn't contain independent thought mechanisms like the anime M-66 does.

Also, in the original manga, the MA-66 is outclassed by its successors, the antitank MA-77 and the antipersonnel MA-88, which don't require a "bed." Actually, the main focus in "Booby Trap" is the MA-77, which is put into service for the first time to capture/destroy the four MA-66 units. However, because the MA-77 has six arms, Shirow states, the difficulty and time required prohibits its ever being animated.



Questions & Answers

Answers to a few of the questions asked by our readers.

Q: Will there be a sequel to *Iczer-1*?
A: Yes and no. A series of cassette books is in the works, titled *Adventure! Iczer-3*. The story takes place three years after *Iczer-1*. So far as we know, there are no plans for an animated sequel.

Q: Where do you get your information from?
A: From several sources. We work with various studios and contacts in Japan. *Animag* staff often do their research with the actual animation.

Q: What does the title *Bubble Gum Crisis* mean?
A: The title refers to the situation in this OAV, a bubble gum bubble (the crisis) ready to blow up (*Blow Up* is the subtitle to *BGC part 3*).

Q: Is there going to be an *Area 88 Act 4?*
A: There are no current plans for making the next part to the *Area 88* videos.

Q: Whatever happened to the TV series *Kimagure Orange Road*? It seems to have disappeared from the recent TV listings. The show had decent ratings and seemed to be popular with fans. Why was it pulled?
A: The show *did* finish two seasons (48 episodes). Most shows have on the average a lifespan of one season (26 episodes). (The love triangle, by the way, will be resolved in an upcoming film to be released this fall.)

Q: How do you select what goes into *Animag*?
A: Well, since you've asked...we choose our topics in many ways. Usually, we cover a large bulletin board with names of shows and topics, at which the blindfolded editor throws darts. On rare occasions, we have the CRAY-1 super computer at the New York Institute of Technology pick our topics.

Q: Is OAV the same as OVA?
A: Yes. The Japanese haven't made their minds up whether to call it Original Animation Video or Original Video Animation. For obscure editorial reasons, we prefer OAV.

Q: What is Taki's "attachment" to his revolver in *Monster City*? Is that his house in the middle of the city block?
A: Most anyone in the "Darkness Guard" business would be attached to such a powerful weapon, don't you think? The house in the middle of the city is a spiritual safe house with wards to keep out most undesirables.

Q: Is the plot for the *Macross* movie at all related to the TV show or is it a totally separate story using the same main charaters?
A: The *Macross* film is a remake of the TV episodes and is centered around Episode 27 with a few changes in the characters and situations, such as Hikaru not meeting Minmay until the accident.

Q: Why do so many Tomino characters have such silly names? Silky Mau, Marvel Frozen, Quess Paraya, Bright Noah...?
A: "Silly" names aren't limited exclusively to Tomino. Names like Lupin, Shirotsugh Lhadatt (*Wings of Oneamis*) and Nausicaa aren't from your basic baby book. What's in a name, anyway?

Q: Would *Animag* consider doing *Cream Lemon* OAV synopses?
A: Some staff members are *always* considering it....

Q: Why have the Japanese always drawn their characters to look American?
A: In a seminar held at San Francisco State University a few years back, Yoshiyuki Tomino (the creator of *Gundam*, *Dunbine* and various other shows) answered that Osamu Tezuka, Japan's father of animation and comics, styled his work much like Disney's art. This accounts for the big eyes and the non-oriental look.

Q: I've heard that the U. S. is no longer importing laser discs due to something called "laser rot" and that Pioneer will not import any until Japan corrects the manufacturing process as has been done in the U.S. My question is, how does this affect importing animation discs through places like Books Nippan? And is Japan correctiong the problem?
A: "Laser rot," as it's sometimes known, can occur in any disc, Japanese or American. Books Nippan is still selling laser discs as far as we know. ■

Animag welcomes submissions of questions or comments of interest to our readers. Send all correspondence to **Questions and Answers** (address on back page). Thanks!

The offical Animag animation fanclub and newsletter!

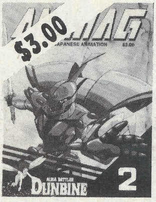
Ronin NETWORK

- 6 Bimonthly issues for $15.00 (Published on opposite months as Animag)
- Animation news and articles.
- Network of fanclub information from all over.
- Free give aways, and contests (Including an annual color mini-poster)
- No missing issues.
- No promisses we can not keep!

Send Check or Money Order To: Ronin Network P.Om BOX 1462, LOS ALTOS, CA 94022

Subscribe to Animag, $18.00 for 6 issues or order back issues!

1 Iczer 1, Gundam, Z Gundam, Laputa


$3.00
ANIMAG
JAPANESE ANIMATION
$3.00
DUNBINE
2

2 Dunbine, Iczer 1, Bubble Gum Crisis, Two Posters

SOLD OUT
ANIMAG
ICZER 1 ACT III
HOKUTO NO KEN
DUNBINE
WINGS OF ONEAMIS
3

3 Wings of Oneamis, Iczer 1, Dunbine. Galactic Airport

$3.00
ANIMAG
JAPANESE ANIMATION
ZETA GUNDAM
BUBBLE GUM CRISIS
4
DIRTY PAIR

4 Dirty Pair, Z Gundam, Bubble Gum Crisis, Grey Preview Book

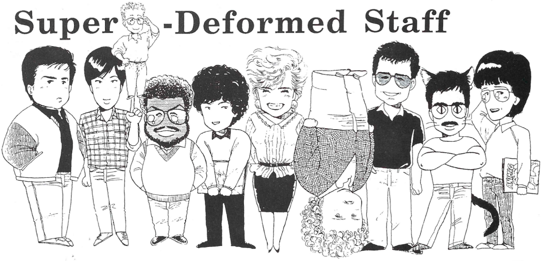
Send Check or Money Order to Animag P.O Box 7154, Berkeley, CA 94707

BACK PAGE COMMENTS

"When the Hired Get Tired, the Tired Get Fired"

Well, that's issue four. We're currently very busy with all the changes involved in our great entrepreneurial adventures. Hopefully we will have something to comment upon next time, if any of us can think of something appropriate. No further comment.

Super-Deformed Staff



TOSHI DANA and JAMES CALVIN TAKA TRISH MIKE MIKE The insidious fusion of MATT and DEREK JEFF

Instant *Animag*:

As of June 17, 1988, the *Animag* BBS (Bulletin Board System) is up and running. Takayuki Karahashi is the sysop (systems operator). The BBS was created to be "an extension of the magazine," says Dana Fong, co-sysop, "and will feature news and other items submitted by fans of *Animag*. The system is designed to function as an interface, an electronic bulletin board between *Animag* and our readers. The BBS telephone number is (415) 341-5986. Set your modems for 300/1200 BAUD.

Almost-Instant *Animag*:

A deal with a new publisher is currently in the works. There is a possibility that *Animag* may be published bi-monthly, beginning with issue six. (With a little luck.)

Writers' Guidelines:

Thinking about submitting an article to *Animag*? We welcome all contributions but before you send us your manuscript, send for the *Animag* Writers' Submission Guidelines. All requests must be accompanied by a SASE (self-addressed, stamped envelope) and should be marked "Writers' Guidelines."

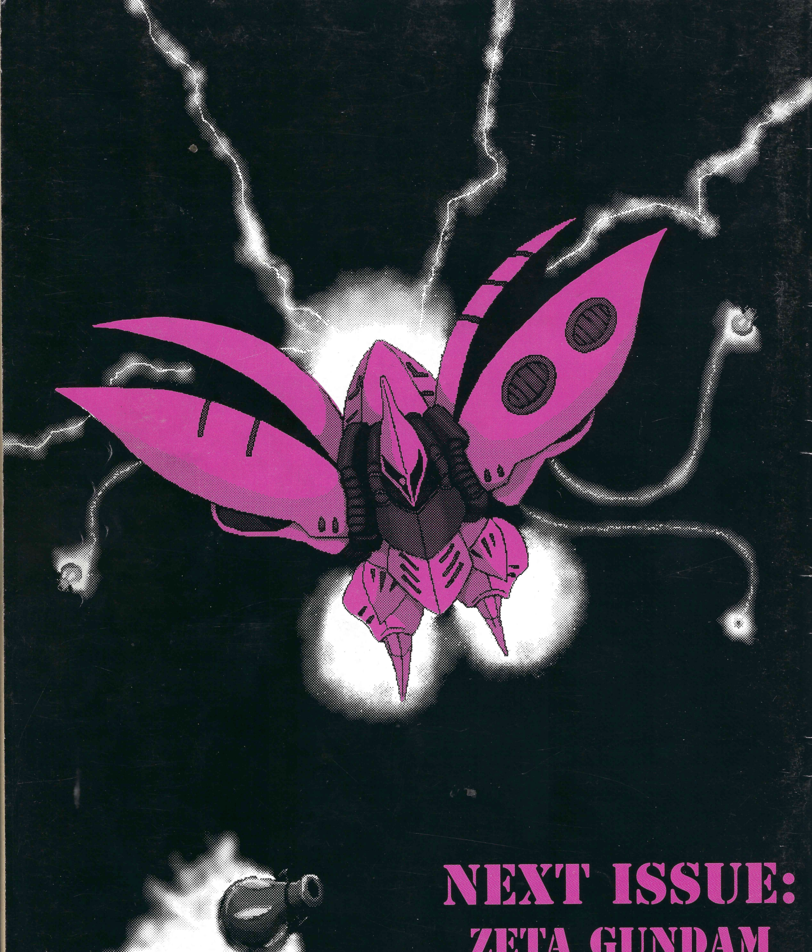
Letters to the Editor:

Something on your mind? We're hoping to publish a letters page beginning next issue -- contingent on letters received! Letters should address a specific issue pertaining to animation or the animation industry. Don't hesitate -- write today!

Five Star Stories Giveaway:

Thirteen sets of three (3) *Five Star Stories* postcards will be awarded in a drawing to be held October 31, 1988. Send your name and complete address on a postcard or 3" x 5" notecard to *Animag*. Good luck!

Address all correspondence to:
Animag
P.O. Box 7154
Berkeley, CA 94707



NEXT ISSUE:

ZETA GUNDAM
PROJECT A-KO